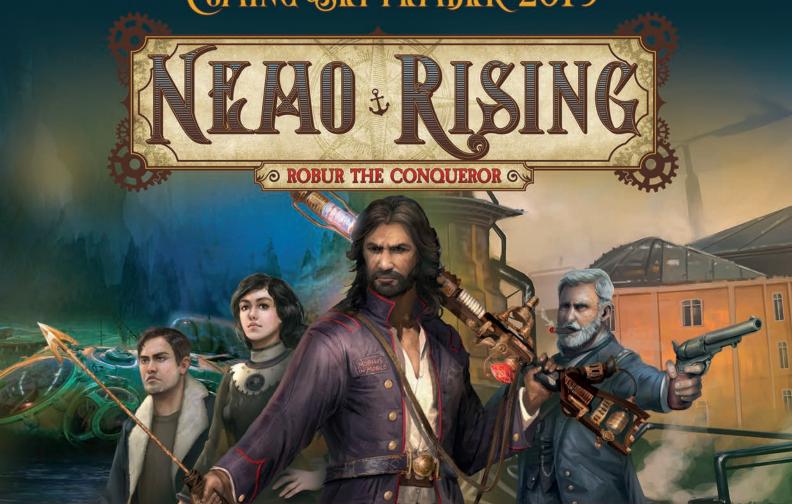


## COMING SEPTEMBER 2019



Follow the new adventures of Captain Nemo and the crew of the Nautilus, as reintroduced by C. Courtney Joyner in his novel, Nemo Rising!





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## **Shadowrun Sixth World Edition**

Hoi chummers! Shadowrun is back and the world of neon cities, cyber-warriors, and arcane magics has never been bigger, or better. Hack in and get the latest straight from the source.

by Jason M. Hardy

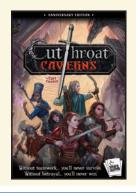
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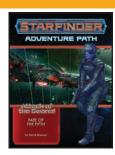
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# SHADOWRUN'SIXTH WORLD

# SIXTH WORLD CORE RULEBOOK CATALYST

## RISK IT ALL!

Celebrate *Shadowrun*'s thirtieth anniversary with a new ruleset, and get ready for changes that will shake the Sixth World!

- The new edition is easier to play and learn than it has ever been, yet it still offers the roleplaying depth that is a key part of the Shadowrun experience.
- The rule system is built around gaining advantages and taking risks, building up to spectacular moments that are part of great gaming sessions!
- Faster gameplay and conflict resolution keep the game moving and plunge players ever-deeper into Sixth World intrigue.
- More pre-generated characters plus character creation rules allow you to design and select exactly the character you want to use in the game.



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## FROM THE EDITOR

## **Greetings Dear Readers!**

Welcome to our July issue of *Game Trade Magazine*! This month, we're headed to the fantastic future with some exciting Sci-Fi content!

First off, Catalyst Game Labs dives into the shadowy world of corporate espionage, magic, and dubious contracts for creds with not one, not two, but three Shadowrun offerings in this issue! Check out what the Shadowrun Sixth World Edition RPG has in store for you chummers in the coming months, get an inside look at strategy for the Shadowrun: Sprawl Ops boardgame, and be sure to read the second installment in our ongoing exclusive Shadowrun fiction, Between a Corp and Hard Place.



Next up, the team at Paizo reveals a closer look at the *Attack of the Swarm Adventure Path* for the *Starfinder RPG*. Players will take on the Swarm, a race of spacefaring marauders travelling system from system, leaving desolation in their wake – is your party courageous enough to undertake this six-part adventure and win the war, or will you just become the latest victims of the horde?

In Nemo Rising from WizKids, players take to the high seas in this steampunk-inspired adventure set in the 19th century. Explore new worlds and overcome dangerous obstacles as you work cooperatively to complete difficult mission-based tasks. Adventure everywhere from 20,000 leagues beneath the sea, to (eventually) the Moon!

And be sure to check out our reviews this month for even more Sci-Fi content where our crack team of reviewers take a closer look at the world of *Battletech*, *Star Wars Destiny*, *Starfinder*, and more.

Of course, that's not all we have for you this month — on the horror-themed side, Curt Covert of Smirk & Dagger games offers a peek behind the curtain for upcoming re-release of the classic fan-favorite, Cutthroat Caverns! Mantic Games walks on the darker side with a look at Hellboy: The Wild Hunt, and Sandy Peterson summons the Old Ones for the upcoming line of Mythos-inspired minis from Peterson Games.

All this and more, dear readers! In fact, just below these hallowed words is the 100th GTM-exclusive Dork Tower strip ever! Our many thanks to John Kovalic for his incredible support and continued contribution to the magazine. Here's to many more adventures with Igor and the gang in the years to come! Game on.

-JG

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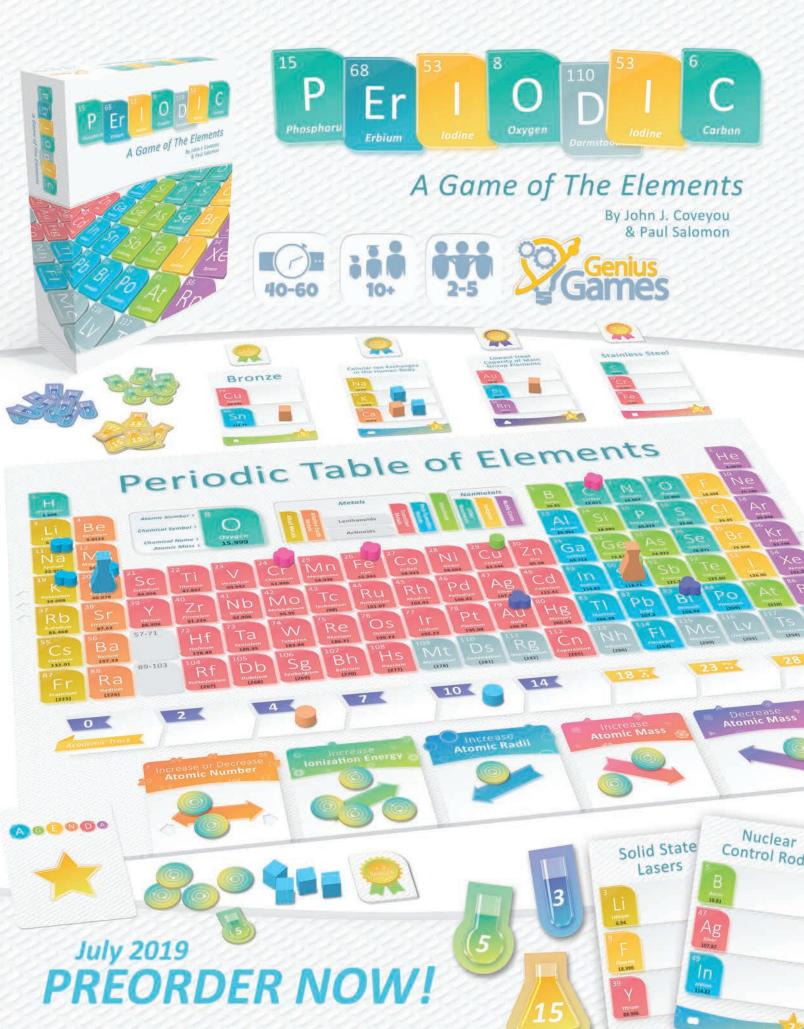








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Every month the **Game Trade Magazine** (**GTM**) Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds* and *hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

## **GAME TRADE MAGAZINE CONTENT**

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!



COVER STORY: Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.





**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!





**DESIGNER DIARIES:** These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny

anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**EXCLUSIVES:** While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly *only* found in **Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (*FLGS*) or Comic Store's (*FLCS*) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

**GTM** JULY 2019





## **HOW DO I ORDER FROM GAME TRADE MAGAZINE?**

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!



And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine** (**GTM**), you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

## SPOTLIGHT ON

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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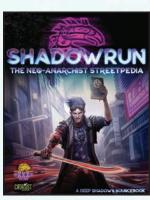
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We hope that by this point you've heard about *Shadowrun: Sixth World*, the upcoming new edition of the classic role-playing game. A whole slate of books and supporting items are joining the core book in this launch, so we wanted to talk a little about what's coming and what will be in each item. Let's jump right into the rundown!

**NEO-ANARCHIST STREETPEDIA** 

(CAT 27454 • \$34.99)

First out of the gate is the Neo-Anarchist Streetpedia, which is the definitive guide to the Shadowrun universe. With hundreds of entries, it covers corporations, shadowrunners, politicians, nations, cities, criminal organizations, and more. Even better, it gets to the point and tells readers what they need to know now, so they hit the streets a little smarter than they were when they woke up in the morning.





## **BEGINNER BOX** (CAT 28010 • \$24.99)

With the Streetpedia establishing the lore, the Shadowrun: Sixth World Beginner Box launches into the rules. This box includes a simplified version of the rules from the new edition, so that players can hack the Matrix, cast spells, shoot guns, and rig vehicles as they learn how these rules work. Detailed character dossiers not only include stats and background info about each character to help players use them quickly but also have an

account of a run side-by-side with the game mechanics needed to play through those situations, helping players and gamemasters learn how to work with the characters. The box also has reference cards and a handful of six-sided dice, because lots of dice are a key part of what *Shadowrun* is all about.

## **NO FUTURE (CAT 27453 • \$49.99)**

One of the great and compelling things about the Sixth World is the depth of the setting. Musicians like Maria Mercurial, trid shows like Neil the Ork Barbarian, and news sources like KSAF all are part of the setting's background, giving it depth and intrigue. No Future is latest book to look into these areas, covering music acts, trid movies and series, media sources, and sports, with a look at some of the voices bubbling up from the underground and demanding attention. No Future also provides some



unique ways to immerse readers in the Sixth World, with inserts and overlays in the book that show how some of the culture of the Sixth World looks and functions.



## SHADOWRUN SIXTH WORLD CORE RULEBOOK (CAT 28000 • \$49.99)

This is the heart of the matter! Shadowrun: Sixth World is the new Core Rulebook for Shadowrun, containing all the rules players and gamemasters need to play. Here is a rundown of some of the critical aspects of this edition:

- The new edition is easier to play and learn than it has ever been while still offering the role-playing depth that is a key part of the Shadowrun experience.
- The rules system is built around an expanded version of the Edge mechanic to gain advantages and take risks, allowing players to build up to spectacular moments that make for great gaming sessions.
- Faster gameplay and conflict resolution keep the game moving and give every player a chance to shine.
- Shadowrunners encounter a greater risk of injury in this edition, but they also have more ways to overcome that and build up to spectacular conclusions.

## ROGUE'S GALLERY: AN NPC DECK (CAT 28500 • \$19.99)

In this new edition, we want to provide tools to let the gamemaster and players organize information easily and find what they need so they can get into the action. Having ready-made NPC stats is something I always appreciate when I run a game, and this deck provides a ton of them! The deck includes 50 characters with all the necessary stats, along with some hooks and flavor text to help gamemasters know when and how to deploy them in a game. This saves the gamemaster time flipping through books or writing down numbers on the fly, and I always figure that anything that saves the gamemaster time makes the game move better.



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## **DICE & EDGE TOKENS**

(CAT 28501 • \$19.99)

When I'm role-playing, there are two main functions I want my game aids to perform: I want them to make gameplay easier, and I want them to look cool, to help get people immersed into the game and the Sixth World. I think this combo pack containing dice and Edge tokens perform both functions for *Shadowrun: Sixth World*. They make keeping track of each player's Edge easy and satisfying — I love tossing a chip to players when they earn Edge, as there's an immediate visual and visceral signal of their accomplish-

ment. They can then watch their Edge stack grow as they prepare to spend it in ways that will devastate the opposition. And six-sided dice, of course, are critical to *Shadowrun*, and these custom dice make it easy to find hits and glitches while matching the look and feel of the books of this edition.

## PRIME RUNNER MINIATURES (CAT 28880 • \$49.99)

One of the great things about Shadowrun is the total coolness of the character concepts. The ork street samurai, the elf shaman, the dwarf rigger — those words are evocative to Shadowrun fans, especially when combined with the future-noir look that is Shad-



owrun's hallmark. With the new edition, some of these visuals are coming to three-dimensional life on the game table as we release a box of five shadowrunner minis. Nothing brings your game to life like moving a troll carrying a huge gun around your table and putting him in position to take care of the opposition with a punishing fusillade of weapons fire!



## GAMEMASTER SCREEN

(CAT 28001 • \$19.99)

At Catalyst, we had a lot of conversations — a lot of conversations — about Shadowrun: Sixth World, and one of them was about what we could do to make a gamemaster screen special. To be honest, I wasn't sure how to move it beyond the standard art-and-tables presentation of most gamemaster screens, and that's

because the classic form is valuable. But we talked, turned over ideas, looked at possibilities, and eventually came up with a screen that we believe is truly special. It's got the art and reference tables a gamemaster screen needs, but it also has pockets that allow gamemasters to choose the information and art they want to use. It comes with extra art to insert on the player-facing side, based on what the players are up against. And it has built-in trackers so players can see how the pressure on them from the megacorps, law enforcement, and other entities is growing—or, if they're abnormally fortunate, decreasing. We're excited to see how players put this screen to use at their tables!





## **CUTTING BLACK AND 30 NIGHTS** (CAT 28400 • \$39.99, CAT 28300 • \$44.99)

With all the rules and tools in place, what the new edition needs next is stories. Cutting Black, a plot sourcebook, and 30 Nights, a campaign book, fill that need. These books create a plotline that should be world-shaking and memorable while also giving shadowrunners a chance to play a strong role in those events. I don't want to give away any plot spoilers here, so all I'll say is that major powers will clash, disaster will result, and it will be up to shadowrunners to survive, help others stay alive, and see if they can find out who is doing what. With magic, tech, and firearm-laden obstacles being thrown at them, all characters should encounter some serious challenges, and hopefully they'll pull off the kinds of triumphs that gaming groups talk about for years!

That's the immediate lineup for *Shadowrun: Sixth World.* We're excited to share these books with gamers, watch them have fun with them, and then see how they take plots, characters, and game concepts in directions we would never imagine!

Jason M. Hardy has been the Shadowrun Line Developer for ten years, a game writer for almost 20 years, and a total nerd for about 45 years (exempting his cute toddler days).

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HE JOURNEY HOME

THIS DIDN'T COME AS A SURPRISE. For years, we knew we were irreversibly destroying our planet, our home. Now the damage has been done, and the Earth has been rendered uninhabitable. In a last ditch effort to save the human race, the nations of the world have joined forces and shared their technology to create the Black Angel project. A giant, intergalactic frigate carrying human genetic material will travel through space searching for a planet that can sustain life. The journey could take thousands of years to complete. No single nation is trusted with the development of the artificial intelligence that will pilot the Black Angel. Therefore, it will be co-managed by several different A.I.s with each decision evaluated. At the end of this long journey, one A.I. will be deemed the most advanced and be given the task of reawakening the human race on their new home.

Black Angel is the new game from Pearl Games. It is a codesign between Sébastien Dujardin, Xavier Georges, and Alain Orban. Although it is full of sci-fi themes and tropes, that was not a genre that normally attracted Dujardin.

"I usually prefer stories set in the past or present," he explained. "But I really like getting out of my comfort zone, and I took a liking to it. That's what's exciting about creating: exploring things that do not interest us!"

In *Black Angel*, players control one of the A.I. factions in charge of transporting the ship safely to a new destination. As luck would have it, after generations of travel, a suitable planet has been detected. Spes will be humanity's new home if they can get there.

During the Black Angel's voyage, it has made contact with several alien races. Some aliens can be very helpful to the mission, but others are not so friendly. The Meluriens are the most advanced race that has been encountered. A lot could be learned from them if they didn't guard their knowledge so fiercely. The Xhavits have a delicate metabolism and must live in controlled environments. Because of this, they have become expert technicians, scavenging and recycling the debris they come across and leaving nothing to waste. The Tsoths had their homeworlds destroyed generations ago by

the evil Ravagers. The remaining descendants search the galaxy for combat technology to avenge their ancestors. Finally, the Ravagers are the common enemy in the galaxy. They are determined to stop the Black Angel at all costs, and they have strength in numbers.

Action in *Black Angel* is split between various game boards. On the Black Angel board, players can take actions to advance their technology, repair the ship, or fight off the Ravagers. Their personal boards allow them to store items and take advantage of the Tech and Advanced Tech that they've acquired during the game. Finally, the Space board represents the Black Angel's approach to Spes. It is constructed with individual interlocking strips. As the ship advances, the first strip is flipped and added to the back of the board, cycling through them. If that mechanic sounds familiar, you might recognize it from *Solenia*, another title from Pearl Games.

"The scrolling mechanic first appeared during the development of *Black Angel*," said Dujardin. "I wanted to make a simple game from that design, and in a few weeks, the concept for Solenia was complete."

Dujardin stresses that the two games are very different but likes the idea of how a good mechanic can be the entire basis for a game, or just one element of a more complex design.

Although there are a lot of moving parts in *Black Angel*, Dujardin is quick to point out that they all come together seamlessly.

"The quantity of material can give this feeling of complexity, but *Black Angel* is much more fluid once it's understood."

The talents of three amazing designers combined with the colorful and evocative art by Ian O'Toole have produced a game with a wealth of interesting decisions to make that players of all skill levels will be able to grasp. Humanity is looking for a second chance in a new home. *Black Angel* gives us that shot.

Black Angel is coming to your FLGS soon.

BLACK ANGEL

ASM FAR01 ......\$79.99 |

Available August 2019!





Malumil Einum

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**AUGUST 2019** 

A thrilling semi-cooperative game of intrigue and survival in deep space. Adrift and powerless, your crippled vessel is bleeding oxygen. As you effect repairs, every breath you take brings you one step closer to death. but hidden among you, are imposters who have infiltrated security and continue to sabotage the ship. Can you identify them in time and eliminate the threat?

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## CATAN

## STARFARERS...



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Not just anyone can become Ambassador you must earn fame and glory by leaving the known universe behind. Delve deep into the unknown, discover new solar systems, meet new extraterrestrial lifeforms and use your diplomacy so they will aid you with their powers. As you explore the space in-between, you'll encounter wormholes, merchants, pirates, and more. All of this is made easier with the right upgrades to your ship.

## BACK FROM THE VOID

Catan Starfarers returns with an exciting new take. A new variable board and a modular discovery system create a tremendous increase in breadth of play - adding an element of surprise. The system has been streamlined and updated to get you into the action right away so you can blast off into adventure.

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## **SURPRISES AND ADVENTURES**

Even in the vast void of space, you may cross paths with alien cultures-merchants, friends, or even pirates. (And you thought you left the pirates back on the seas around Catan.) Are these travelers friends or foes? Choose a path and find out!

## ABOUT CATAN STARFARERS

Catan Starfarers™ is designed for 3-4 players, aged 14 and up. Playtime is approximately 120 minutes.



# CATAN

**STARFARERS**<sub>TM</sub>

CROSSING THE UNIVERSE
THIS FALL





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WEEGES

"Welcome To a Perfect World... My World."

## **NEMO RISING: ROBUR THE CONQUEROR**

WZK 73506 ...... \$59.99 | Available September 2019!

Nemo Rising: Robur the Conqueror is the first in a series of cooperative games that follow the new adventures of Captain Nemo and the crew of the Nautilus, as reintroduced by C. Courtney Joyner in his novel, Nemo Rising. The game sees 1-4 players assuming the roles of the protagonists of the series as they explore new worlds, overcome dangerous obstacles, and complete challenging missions. The game is designed by Andrew Parks (Core Worlds, Star Trek: Frontiers) and Matthew Cattron, and will be published by WizKids in the fall of 2019.

## WELCOME TO THE JULES VERNE UNIVERSE

Joyner's novel series combines characters from several Jules Verne novels and adds many new ones as well. In *Nemo Rising*, characters from 20,000 Leagues Under the Sea interact with those from *Robur the Conqueror* to create an original steampunk storyline.

In the game, each player takes on the role of one of four heroes from *Nemo Rising*: Captain Nemo, Sara Duncan, Adam Fulmer, or Ulysses S. Grant (a cigar-chewing, pistol slinging variation of the 19th century president). The game can be played solo as well as cooperatively.

## **OVERVIEW**

The players start the game with a certain number of mission points, depending on the difficulty level they have chosen and the mission cards that they must complete. If the players are able to complete all of the missions, secure four locations on the game board, and return to the start space before they run out of mission points, they win the game. If the players run out of mission points before they accomplish these objectives, they lose the game. Mission points can be lost in a variety of ways; for example, when enemies injure a character, the entire team loses mission points, so players must work together to ensure that none of them are overwhelmed by the enemy.

The game board represents the starting point for many adventures. Large spaces on the board represent unique locations or adventure areas, and these large spaces are separated by long pathways. As you start different missions, you place adventure tiles facedown on the board's spaces to represent the different adventure areas.

For example, in the *Nemo Rising* base set, the board can represent one of two scenarios: either an Undersea Grotto where resources need to be collected (with each area representing part of a sea garden or underwater cavern), or Robur's sprawling City in the Sky (with each area representing a different building). Each adventure tile represents a specific location that must be scouted during the game. During set up, each adventure tile is placed facedown on the game board with its generic side showing. Once a tile has been scouted, it is flipped face up to its location side.





Throughout the game, the characters must fend off enemies and accomplish difficult tasks based upon their current scenario. The characters accomplish these tasks by selecting action cards from a common pool and by rolling customized action dice to achieve attribute results (brawn, brains, or skill).

During an individual player's turn, the active player begins by selecting an action card from a common pool in order to enhance his or her actions during the upcoming turn. Afterwards, the player spends action points to move around the game board, engage enemies, and accomplish difficult mission-based tasks. At the end of the player's turn, a threat card is drawn that acts as the game's A.I.; the threat cards introduce new enemies, move existing enemies around the game board, and create dangerous new events and circumstances with which the players must contend.

## **CONTROLLING THE ALPHA PLAYER**

For those who are familiar with cooperative games, one potential issue that can occur involves the "alpha player," a player who essentially sees the game as a massive game of solitaire with the other players merely carrying out his or her orders. Nemo Rising allows each player to act with greater autonomy by including a "stealth mode" variant that limits communication among players during their individual player turns.

Players using the variant are able to communicate freely during general planning phases, but once it is an individual player's turn, no one may speak *unless* he or she is adjacent to the active character on the game board. This also adds a twist on board position, as players might spend action points to move next to a nearby character in order to discuss how to react to a particular element that has been newly discovered on the board.

## THE FUTURE

As expansions for the game are released, new settings such as the Center of the Earth or even the Moon itself will be introduced to the game. Future expansions will also allow players to assume the roles of other Verne characters including Professor Lindenbrook (*Journey to the Center of the Earth*) and the son of Professor Aronax (20,000 Leagues Under the Sea). Each of these settings will include its own set of adventure tiles, scenario cards, and threat cards to keep the game fresh and exciting each time you play.

•••





LADY JUSTICE CORE BOX WYR23104 \$50.00



MARCUS CORE BOX WYR23301 \$50.00



LOYALTY TO COIN WYR23502 \$28.00



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## **GHT HOW TO TEACH TABLETOP GAMES**

## EFFECTIVEL



## **ARBORETUM**

## RGS 00830 ..... \$20.00

## **Available Now!**

One of the more challenging — but most necessary — aspects of the tabletop hobby is effectively teaching people how to play a game. After all, you can't play your new favorite board game unless your friends know how to play it too. Teaching a game well will make players enthusiastic and excited to play the game, and that makes for a great gaming session. So here are 3 Dos and 3 Don'ts for teaching games that you can use next time you're introducing a game to your group.

## DO ACQUAINT YOURSELF WITH THE GAME.

Before you teach someone else how to play the game, you should learn how to play the game yourself. Read the rulebook first. Go through the mechanics of the game by yourself to see how things work together. You can usually find and watch instructional videos and playthroughs of the game — spending a little bit of time acquainting yourself with the game will significantly help you teach it, even if you've never played before.

## DON'T JUST READ THE RULEBOOK OUT LOUD.

Reading the rulebook doesn't teach the game to anyone sitting around the table as you do. It's boring and unengaging to the people who you're trying to teach.

## DO SPEND THE TIME TO WALK THROUGH A TURN OR TWO.

You can often teach the game easier by setting up the game as normal and playing through a turn together. (After all, you are setting the game up to play anyways.)

Play with open hands and walk through the mechanics and the thoughtprocesses of certain game decisions. For games with quick playing turns and rounds, spend the time to walk through a couple turns until everyone feels somewhat comfortable with the mechanics and turn sequence. That small investment in acquainting everyone with the game's mechanics and strategic logic will pay off significantly when it's time to play the game.

For example: if you were teaching Arboretum, you'd start by setting up the game for the number of players around the table, drawing open hands of 7, and then going around the table as each player draws cards from the draw or discard piles while learning the mechanics of building their arboretum. You'll want to play a few short rounds so players understand how the general turn sequence works.

## DON'T FORGET THE GOAL: TO TEACH, NOT TO WIN.

When you're teaching the game, success looks like defeat, not victory. You want the players around the table to know how to win. Sometimes getting a sniff of victory when learning how to play helps players with buy-in when it comes time to play for real.





One way to do that, particularly when doing your walkthrough of the turn, is to advise players what the right move for them is in that time. Guiding their actions and explaining the logic behind them will help them understand what's happening. For example: for Arboretum, look at the options available to a player on their turn. You might advise them where to draw cards from: "You'll want to draw cards from the draw pile at this point since none of the cards in any discard pile work with what's in your hand or on your built pathway now." Because everyone should have open hands of cards, all players benefit from the advice and can develop the strategic logic of the game with the same information.

## DO FAST-FORWARD TO THE END OF THE GAME.

When it seems like your fellow players have a handle on the basics of the game, fast forward the game to the end, so everyone understands what triggers the endgame and determine victory. For Arboretum: "The game is over when this deck is depleted."

With Arboretum, the rulebook has a handy illustration of how endgame scoring works, so this would be the time to pull it out and use it as a visual guide to explain how pathways are drawn and how to score.

## DON'T GET STUCK ON IMPERFECT REPLICATION WHEN YOU'RE TEACHING: FOCUS INSTEAD ON CONCEPTS.

The point of teaching games is to get to a place where everyone can play and have a basic understanding of the game. They don't have to understand the nuance of the strategy on their first play - they'll learn that the more they play the game. More important than perfect replication of gaming situations is the communication of the game's important concepts. A player should know the basic mechanics of playing, have a sense of when the game's end is approaching, and understand how victory is achieved.

Ultimately, for a 30-minute game like Arboretum, you should be able to explain and demonstrate the concepts within 10 minutes, at which point you and your friends can jump in get to know the strategic depth its little box contains. With its beautiful art, accessible theme, and easyto-learn mechanics, it's an ideal game to teach, and a fantastic game to play. It may only take 10 minutes to learn, but like many games, it can take a much longer time to master. Check it out through your local game store's Play Renegade events and snag exclusive cards and prizes!

Teri Litorco is the Senior Marketing Manager at Renegade Game Studios, as well as the author of "The Civilized Guide to Tabletop Gaming", which covers ways for gamers to better enjoy their games.

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# N THE BOARD GAM INDUSTRY

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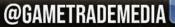


TUES./THURS. @ 2PM



















## ADVENTURE PATH



## STARFINDER RPG: ADVENTURE PATH ATTACK OF THE SWARM! 1 - FATE OF THE FIFTH

PZO 7219 ...... \$22.99 Available August 2019!

The Swarm is a horde of spacefaring insectile creatures who move from system to system, leaving destroyed civilizations and resourcedrained worlds in their wake. Recently, this nigh-unstoppable force descended upon a peaceful planet and began slaughtering its inhabitants. But this time, the Swarm isn't just enacting mindless carnage. It is searching for a source of godlike power that will make it omnipotent and surely doom the entire galaxy!

In the Attack of the Swarm! Adventure Path, a six-part Starfinder



adventure series that takes characters from 1st to 13th level, the players take on the roles of soldiers from the besieged planet of Suskillon, battling against the Swarm against all odds. As a word of warning, this article will spoil some of the surprises to come, so if you plan on

playing Attack of the Swarm!, you might want to tread carefully. The first adventure is "Fate of the Fifth," by Patrick Brennan. The heroes are the only survivors of the doomed 5th Battalion who must slog through miles of war-torn terrain to evacuate civilians off the planet. By relying on their wits and each other, the heroes just might make it into orbit before the Swarm completely overruns their world!

The characters retreat to a nearby colony world in the second adventure, "The Last Refuge," by Mara Lynn Butler, to rendezvous with their commanding officer in the capital of New Grakka. Civil unrest in the city is sparked by a group that believes the Swarm should be embraced. The heroes must deal with these agitators, leading to the discovery of caves under New Grakka that could provide shelter should the Swarm attack this planet.

These caverns hold more possible refuge, however; the characters discover clues that point toward the power the Swarm is seeking. To learn more, they must travel to another system the Swarm has invaded in "Huskworld," by Lyz Liddell, and seek out a dead professor's research. The heroes join up with a surviving group fighting back against the Swarm and even take a titanic creature from within!



After recovering important data, the characters locate a comet blessed by a god in "The Forever Reliquary," by Kate Baker. Gaining the trust of the monks who live within, the heroes can retrieve a holy artifact that can either grant them an edge against the Swarm or grant the Swarm the omnipotence it seeks.

But to use the artifact, the heroes must travel into a psychic representation of the Swarm's hive mind and learn more about the Swarm's twisted history. Nothing is what it seems in "Hive of Minds," by Thurston Hillman, as the characters struggle against the very will of the Swarm.

After finally disrupting the Swarm's psychic connection, the characters have a chance to take back Suskillon with the might of an entire military behind them! By the end of "The God-Host Ascends," by Ron Lundeen, the heroes will hopefully have defeated the massive multiheaded creature leading the Swarm on their world and won the war.

Along with all this action and excitement, each book of the Attack of the Swarm! Adventure Path contains articles that expand the Starfinder galaxy. Such pieces include a history of the insectile shirren species, a treatise on psychic magic, and an examination of the church of Hylax, the goddess of diplomacy and first contact. And of course, these volumes include several new Swarm creatures eager to destroy the player characters! All of this extra material can help expand your Starfinder game beyond the scope of the adventures.



Art by Graey Erb

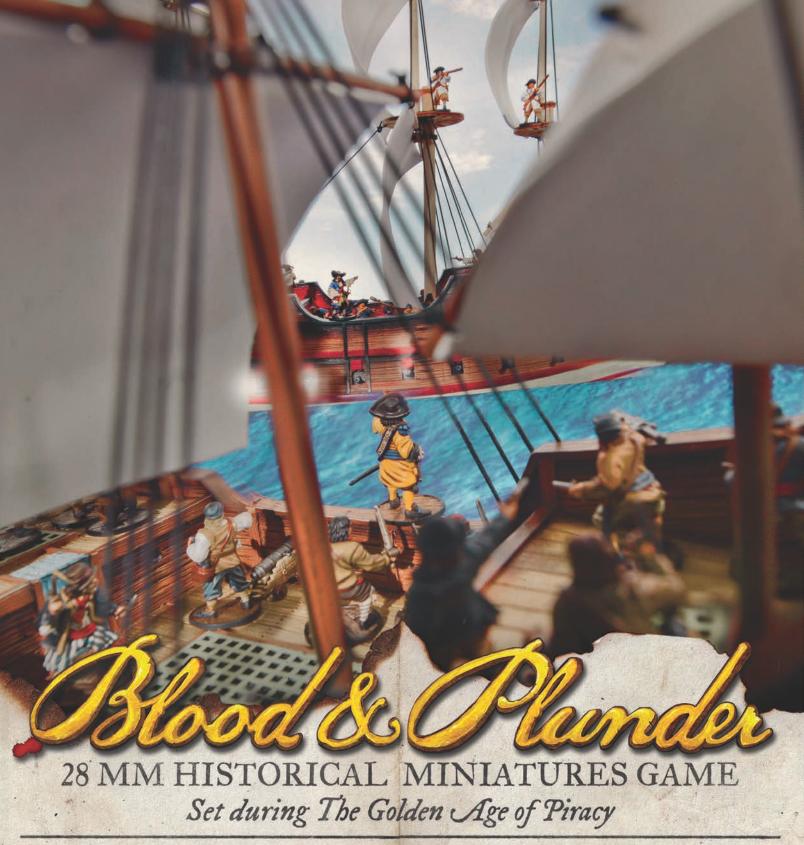
The Suskillon Defense Force needs you! Answer the call of duty with the Attack of the Swarm! Adventure Path. If you're interested in subscribing to the Starfinder Adventure Path or learning more about the many other fine Starfinder products, you can do so on paizo.com.

Jason Keeley is a developer for Paizo's Starfinder Adventure Path line. He is also a freelance author and editor who has worked on projects that include a dragon unstuck in time, a bugbear pirate, and William Shakespeare. Jason lives in Redmond, Washington, and would like you to know that his dog is cute.



Art by Mark Molnar

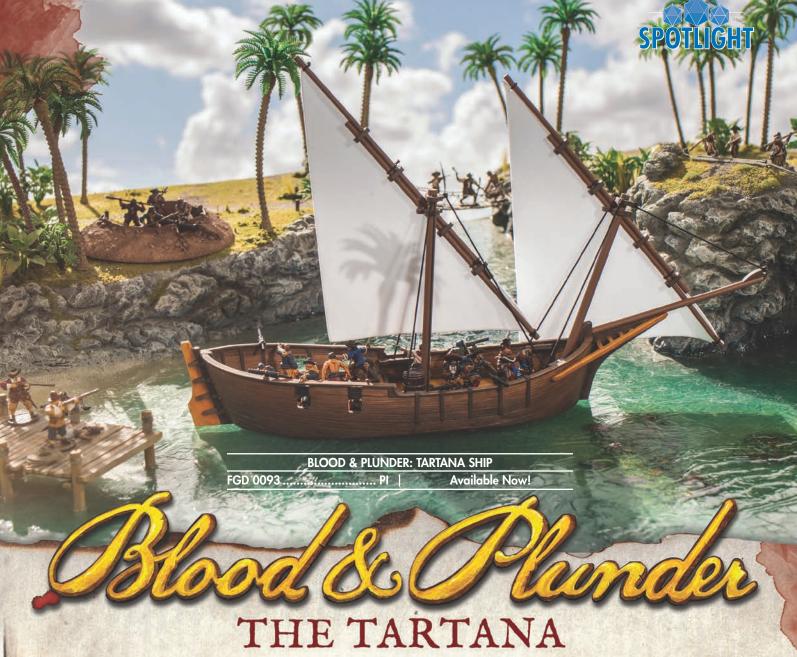




Blood & Plunder is a 28mm miniature war-game set in the New World during the 17th century. Featuring an innovative initiative system and simple and intuitive rules. This fast paced, highly tactical ruleset can be played on your average kitchen table in about 2 hours and is sure to appeal to both casual and competitive players.

Firelock & Games...

Come Build your crew at www.firelockgames.com



By Chris Tuñez

Firelock Games is proud to feature the most recent addition to our naval arsenal: the Tartana. These small merchant vessels were staples of the Mediterranian, where they often evoke the imagination to tales of Sarrasin corsairs on daring raids. They are easily distinguished by their triangular lateen rigs, the sails of which would overlap one another on the larger two to three masted vessels. Some Tartanas eventually found their way over to the New World, where they were utilized primarily by the Spanish and the French. The hull design that made these vessels well suited for the calm Mediterranean seas also made them ideal for patrolling and raiding on the Caribbean shores.

The Firelock model is based on a Tartana used by the French Royal Navy in the early 18th century. In game terms, it is a more aggressive alternative to the Sloop. While - owing to the lateen rig - it can match the Sloop in speed and maneuverability, it also boasts four swivel guns in the foredeck, which makes it a powerful boarding vessel. And, with nearly equal space in the bow and aft sections, you will have plenty marins or piqueros marineros with which to launch your assault into the enemy ship - regardless from where you throw grapples. With its unique utility and beautiful design, it will make a valuable addition to any player's fleet.



**GTM** JULY 2019 **23** 



# Dulking in Dulking in Dulking in



## **WALKING IN BURANO**

AEG 7067 ......\$29.99 | Available September 2019!

Burano is a beautiful island in Venice, Italy, known for its colorful houses. Walking through the island, you will see these vibrant houses on both sides of the canal, as well as the personal décor placed by the inhabitants of these houses and shops. Tourists always linger on the street to appreciate and enjoy the view.

The colorful houses of Burano need a fresh coat of paint in order to stay beautiful and vivid. Use your creativity to refurbish and decorate the houses and amaze the tourists and local people with your architectural masterpiece!

Walking in Burano is a game for one to four players from Emperor S4 and Alderac Entertainment Group. Players draft from a tableau of building cards that are played into the middle of the table. Each building has three floors. To build, you must match the color of a building on all three floors,

but you can only build one of each color. Burano likes variety! This may sound simple enough, but each building card has various elements, such as plants, animals, shades, and more. These become very important when a building is completed.

Burano is home to many citizens and also has a great deal of tourists. These are represented by score cards. So if you complete a building that has a lot of plants decorating the windows, take the woman who gives points for plants. Have a lot of cats? Take that visitor. Multiple chimneys, maybe Santa Claus is the best bet. That's right, Santa Claus.

Now a look at the history of Walking in Burano, from the designer, Wei-Min Lina:

The inspiration for the game "Walking in Burano" can track back to the winter of 2016. At that time, I went to Japan with my colleague Eros to join the Game Market exhibition in Tokyo. Because the sales situation was not as good as expected, we started talking about the previous Game Market in May 2016. It was the first time I saw Japanese players wait long only to snap up a box of "Burano: Board Game", the first heavy euro game published by EmperorS4 in 2015. We were stunned, so we talked about whether it is possible to transform the heavy and difficult "Burano" into a tiny but depth game? So I came up with the idea of developing the "Burano" card version.

Since the "7 Wonders: Duel" was the hottest game of that year, the first card version of "Burano" was inspired by the card-drafting mechanism.

During the game, players must take turns to draft cards, discard cards for money, spend money building houses and special landmarks. It's not hard to find that the basic gameplay is similar to the current "Walking in Burano".

I suspended the card version of the project and completed several other projects during 2017-2018. Of course, there are many new inspirations in the process, some of which are realized, some are still buried in my notebook, but I have never forgotten the "Burano: Card Edition". I believed that completing

the colorful street view will make players feel happy, but the key inspiration had been delayed.

Fast forward to 2018, in the process of developing a new project to be published at the Essen exhibition in Germany, and the key inspiration finally emerged. It was a picture of a girl who loves to travel. She stands in front of a house with many flower pots and takes a beautiful photo. The more flowers in the house, the higher the scores are. For me, it was a moment of "this is it!" The last piece of the puzzle that waited for a long time finally got together.

Subsequent progress naturally occurred, and the version from the first to the final test took only 2 weeks. It was the shortest of all the games I've ever made. It was difficult for me to explain why, but things went very smoothly, and there seemed to be an invisible force pushing us forward. In retrospect, I think that thinking about the gameplay starting from the situational picture, and writing all the inspiration and creative ideas into the notebook are the two most important things. I think this project is a new milestone for me. It makes me understand that although I like traditional Euro style games, almost all the games I've made were starting from the mechanism, and perhaps I can really get the right starting point from the theme and setting. I think I will continue to do this in the future, and I do think this may open up a new path when stuck in some places.

Walking in Burano is part of AEG's Big Game Night at Gen Con, and will be in stores in September!





## SPYFALL TIME TRAVEL

- Classic Spyfall gameplay, but with locations from across time
- Standalone, but 100% compatible with other Spyfall games
- · Easy-to-learn party game
- · Humorous original art

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15 min





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## PLAY ON WORDS WITH



## **QUICK LINK**

## FOX QLINK-ENG ...... \$19.95 **Available September 2019!**

Be quick and grab the most cards to win! In Quick Link, players use squeaking suction sticks to be first to snatch object cards on a grid that they believe are linked to an adjective card. They pick up as many cards as they can until someone squeaks their stick and calls the end of the round.

The most fun people get playing the game is during the voting phase where players debate on the validity of the links they've made. When a player wants to oppose a link, they squeak their stick and invite the other players to cast their vote. The active player can try to convince the other players and find arguments to change their minds. Be careful! Each time a player loses a vote, they also lose 1 point!

## FROM AKIN TO QUICK LINK

Quick Link may remind some people of a game previously released by Funnybone Toys called Akin. In 2017, FoxMind acquired the company's line of games and reissued their 2 bestselling titles: Disruptus and Juxtabo. Akin, a more recent title, was slightly less known, but had the potential to be a great word party game. Thus, in 2018, FoxMind started working on a redesign of the game.

The key element that transformed Akin to Quick Link is the suction sticks. In Akin, players are holding two tiny suction sticks to grab two cards at the same time. The first player to do so triggers the end of the round, which leads to very short debates.

Quick Link has a very different approach. The game was conceived to have most, if not all, players grab at least one card. As a result, the second suction stick for each player was removed and the remaining one was replaced by a much bigger stick that allows players to fight their way to get cards one by one from the grid.

Another compelling element of the suction stick is the squeaking sound it makes when you squeeze it. Before the rules were completely

conceived, the idea of sounding the suction stick was more of an attention grabber and was even almost rejected at some point. But as play testing progressed, we quickly realized that sounding the squeaker was a great way for players to communicate their disagreements. It also created lots of moments of laughter which was another bonus. Players are quick to understand that the squeaking noise of the suction stick is the best way to make their voices heard in this chaotic party atmosphere where everyone wants to have their say on a link.



Quick Link and Akin are also different in their word selection. This was probably the hardest part to design as we felt players would want a wide variety of words that have different levels of connections between them. When making lists, we found that choosing words that were too precise pretty much rendered them unusable as they would almost never come into play. On the other hand, words that were too

problem but this time, it was because they could be linked to too many other cards. While it would seem the latter is what the game warrants, "vague" words created too many debates that couldn't be resolved. By word-list 22, we believe we had found the perfect balance of precise and vague to

optimize the game!

## **DIFFERENT MINDSETS**

Players who enjoy Quick Link are the type of person who do not believe that great minds think alike! When playing the game, you will often find yourself wondering what in the world another player is doing picking up such and such words. You do not see links where they do. And perhaps they do not understand why you've just picked up a certain word. It is once the frantic racing phase ends that you suddenly realize how family members or friends that you have known for years sometimes think completely differently than you. This is the main benefit of Quick Link, a game that generates discussions and brings players

to interact between them in an instant. The totally revamped Quick Link is a crowd pleaser for any party game enthusiast. Players who seek a light and simple word game will be

delighted as it can easily be taught to any crowd, including children ages 7+. The game is also deep enough to be enjoyed by parents, families, teachers and seasoned gamers as well. Are you quick enough to make the most links?

JC Dorais is the Social Media Manager at FoxMind Games in Montreal. An avid gamer, he has also worked for Asmodee USA and has been passionate about the board game industry since he was a child. His second home is on Instagram, where you can get a glimpse of exclusive FoxMind content at @foxmindgames.

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# ARKHAM HORROR THE CARD GAME

## Encores PERFORMANCE



## RETURN TO THE PATH TO CARCOSA

You thought the curtain had closed on The King in Yellow, but the cursed play has returned, and now the race is on to unravel its maddening mystery! Return to the Path to Carcosa introduces all-new scenario, location, and encounter cards to bring new challenges to The Path to Carcosa campaign, as well as new player cards to help you stand against evil. But be warned—the King watches your every move, and he will not take defiance lightly!

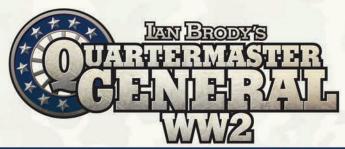
Return to the Path to Carcosa | AHC36 | \$29.95

FANTASYFLIGHT GAMES.COM











## ★★ AN EVERGREEN GAME COMING BACK IN A REFRESHED VERSION ★

**QUARTERMASTER GENERAL: WW2 - 2ND EDITION** 

AGS ARTG006...... \$49.90 Available September 2019!

Coming this fall from Ares Games, Quartermaster General: WW2 (2nd Edition) completely revamps this award-winning title. Originally released in 2014 by micro-publisher Griggling Games, Quartermaster General: WW2 provides the epic fun of a grand strategy game, but with the ease and pace associated with a euro game.

"An army marches on its stomach" is a famous saying attributed to Napoleon Bonaparte. In Quartermaster General, supply is crucial to keep armies and navies fighting. Destroy the enemy's supply line, and its forces will surrender.

In the game, players control one or more countries on either the Axis or Allied team. Each major power has a unique deck of cards with which to command its forces, which are represented by wooden army and navy pieces.

Each player will try to score as many victory points for his team as he can, using cards or by occupying the starred supply spaces. If either team is 30 points ahead at the end of a round, that team wins; or, after 20 rounds of play, the team with the most points wins.

A typical game lasts around 90 minutes, and a typical player-turn about 15 seconds. Setup is minimal, and getting new players started only takes about 10 minutes since most of what you need to know is on the cards themselves. The game can accommodate 2 to 6 players, and the game pace is actually faster with more players.

Quartermaster General's noted replayability is due to the random nature of the deck shuffle. So, while the starting positions on the board are the same between games, the opening hands are not, forcing players to work with the options provided. There are no dice in the game — the luck is in the shuffle!

Quartermaster General: WW2 appeals to strategy gamers and euro gamers alike. As a team game, there are both cooperative and competitive aspects - cooperative play with live opponents. Teammates cannot freely share information about their cards, so everyone gets to play their own game — no alpha-dog quarterbacking allowed.

Many Quartermaster General: WW2 enthusiasts are old school historical gamers looking for a grand strategy game playable on



weeknight; however, a significant number come to Quartermaster General from the world of constructible card games. Card game techniques like combination building and deck management are part of

the game, in addition to the area control you

would expect.

Due to the historical theme of the gameplay, many educators use Quartermaster General in their curriculum. Its accessibility and succinct play time provide the perfect medium for the classroom.

Thus, we find at the intersection of strategy, historical, euro, card, and educational games lies Quartermaster General: WW2 - the perfect choice for game night!



For those who know the first edition game, there is much here to delight and surprise. The play balance has been fixed (much to the pleasure of the playtesters); both teams now have an equal chance at victory. A few rules have

been tweaked, to ensure smoother game play and avoid early knockouts due to economic warfare.



Many of the cards have been edited, changed, or completely replaced. The card balance has been altered, so that players will find some of the worst cards have been up-powered, and the decks changed to ensure that no specific cards seem necessary for victory.

Component-wise, players will find an updated, larger map, with some alterations to some of the borders between spaces, as well as some fixes for the sake of clarity. A few more cards will be added to the mix, as well as one more United States Navy piece to help them pursue a war in both the Atlantic and Pacific. Surrounding all this is an improved insert, for holding everything nice and tidy.

For those who have been frustrated trying to find the long out-of-print expansions, these will also be refreshed and presented by Ares in 2020.

In a game market where so many thousands of new titles are released annually, Quartermaster General: WW2 stands out as an "evergreen", a game that you'll enjoy for years to come!

## STAR WARS LEGION

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Bring your armies to life in beautiful color faithful to a galaxy far, far away with three paint sets for Star Wars™: Legion!

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PAINT SET

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hroat

Without teamwork... you'll never survive Without betrayal... you'll never win.

## **CUTTHROAT CAVERNS: ANNIVERSARY EDITION**

SND 0047......\$34.99 Available September 2019!

When Cutthroat Caverns launched some 12 years ago, it was quickly touted by fans and critics as one of the seminal semi-coop games to hit the market. It won the Dice Tower Award for Most Innovative Game of the Year, as well earned Smirk & Dagger Games the title of Best Small Publisher of the Year. It was nominated for Best Card Game by the Origins Awards and won A Platinum Pawn for Best Game of the Year. Since then, the game has seen multiple reprintings and spawned five different expansions, boasting over 120 uniquely monstrous encounters. And it has remained in the "Top 100 games of all time" on both The Dice Tower and Shut Up & Sit Down to this day, as well as any fan-made list of "Best Backstabbing Games."

And this year, Cutthroat Caverns gets a welldeserved, ground up reboot.

But perhaps you never had the opportunity to treat yourself to this devious, emotionallycharged game of betrayal. Well, imagine you

and every player sitting around the table have just discovered you're Boromir. Yes, that Boromir (sort of), but without the whole 'coming to your senses in the last moment' thing. That's because this morning, you unearthed the one Relic of unimaginable power and it is slowly corrupting each one of you and tearing your party of adventurers apart. It claws at your mind, filling it with a desire to own The Relic for your yourself, but only the player who earns the most Prestige from slaying monsters will earn the right to keep it. You will do anything to make sure that player is you. Perhaps you will trip them or edge them out of the way to assure your blow kills the beast instead of theirs. The trick is, if you mess with each other too much, the creatures live I onger, do more damage and you all get closer to death. In your greed, you may find the whole party dies, without a winner at all. Every encounter tempts you to give into your baser instincts and betray the others — and if you don't, they most certainly will. It is a

deliciously delicate balance between needing to work together to stay alive and doing what must be done to win. This game delights in shaking your fist at friends and cursing their \* ANNIVERSARY EDITION \*

names. It's all about "kill stealing," and spoiling their well-timed strike, so you can get yours in

next turn. Your betrayals are against all of your best interests, yet even as the other players feign outrage, they know they had the same planned for you. It is tension filled and spiked with raucous laughter. It's damned funny — and not because of anything amusing on the cards, but rather, the humor comes directly from the interaction between players and the extreme lengths they will go to in order to win.

## **BREAKING DOWN THE ANNIVERSARY EDITION**

The Cutthroat Caverns Anniversary Edition is a 'soup to nuts' revamp of the base game and will reimplement it moving forward as the new core game. It is important to say that it is FULLY compatible with all previous expansions, all five of which are still in stock, and will no doubt gain new attention. Common card backs were main-

tained amid all the other graphic enhancements, so fans can combine it with their collections. So, what is new?







## **UPGRADED ILLUSTRATIONS & GRAPHICS**

It is fair to say that the previous art for the game was inconsistent at best. Perhaps passable in 2007 for a small publisher with meager budgets, but not in today's marketplace with the quality of art and graphics being as high as it has ever been. In the past couple years, Smirk and Dagger has received attention for the beauty of some of their most recent titles and they have brought that same sensibility to this edition. And what a difference a day makes.

The cover has moved from its previous cartoonish quality to a full rendered, beautifully rich illustration by Lindsey Look. The realism of the character illustrations sets the tone for what is to come inside, as 21 of the 27 creature Encounter cards have been completely re-envisioned. The contrast between some of the THEN and NOW comparisons is jaw-dropping. Bugaboo, for example, brings the ghastly horror to life in ways its predecessor simply could not. Though a few of the creatures, Arc Mages, Ripper and Fear chief among them, have been kept as well-loved ties to the original, the consistency of high-quality new illustration is a beauty to behold. Encounter cards have also been redesigned to enhance the size and presentation of the art, first introduced in expansion 5: Death Incarnate, as well as provide a cleaner surface to read the rules text.

The Initiative Cards have been given new life, as had the entirety of the main deck of cards. The new border treatments feel modern in execution and are fully illustrated, but keep the same familiar color coding for Attack, Action and Item cards, so as not to seem too foreign to longtime fans. The game-wide graphic and illustrative enhancements are significant and beautifully done. Many fans may wish to repurchase the game on these grounds alone, but there's more in store.



## **MATERIALS IMPROVEMENTS**

In the original game, player and creature life points were tracked by glass beads, resting on glossy cards. During the course of play, the beads could get bumped and slide around to the annoyance of the players. In the new edition, larger, dual layer, die-cut player boards provide grooved insets along the life point track. Instead of the beads, wooden tokens can now be placed into the appropriate notch and are far less susceptible to jostling. This same principle has been applied to the Encounter track board, with its own unique shaped pegs. A welcome improvement.



## STREAMLINED RULES & KEYWORDS

For years, Smirk & Dagger maintained a lengthy FAQ on their site, largely because the original game did not make good use of a consistent set of keywords to aid player understanding. Part of the reboot is a tighter 3.0 rulebook and clear keyword ques of the most important game concepts. Those who have been playing for years can passively appreciate this, but new players will find it a much more approachable game as a result.

## **ENHANCED ENCOUNTER STATS**

Fans of the game know that the creatures became tougher and tougher with every expansion over the years, as players hungered for a larger threat of death. After five expansions, a third of the original base game creatures felt a little lackluster and have been given higher life point totals or heavier strikes. So, the next time you

encounter Mind Grub, you may find it a bit more of a challenge then you remember.

## **VARIABLE GAME LENGTHS & EPIC FINISHES**

New to this edition are variable game lengths. Smirk & Dagger provides details on how to set the game up for short, medium and standard durations, running 30, 60 and 90 minutes long respectively. These shorter games are perfect for getting a game in at lunchtime, for example, and adjust the number of Encounters faced and the Life Point totals of the characters.

You can also assure your game ends with an epic finish thanks to the new "Finisher" rules. Players each get to choose a favorite (tough or exciting) monster from their collection that they think would make for a dramatic end. These are then shuffled, and one is secretly placed face down as the final encounter. This is far more satisfying than the previous rules, which made it completely random. The Trap Room is fun, but no one wants to end the game there. With the new rule, you won't be certain of what you will face, but it is bound to be interesting. While any creature can be selected, certain Encounter cards are marked as Finishers to aid players in selection.



## **BONUS ENCOUNTER - IN GAME AND IN APP**

Cutthroat Caverns initially launched with 25 Encounter cards. In the third printing, Smirk & Dagger placed one of their promo cards, Rune Cast, into the game officially. This set adds one more to the mix, the Goblin Dragon, which strikes for more damage if the party doesn't keep increasing the damage that they do to it in order, or lessens the damage if they can work together. Notably, there is a digital code inside the game rules to add Goblin Dragon to your Cutthroat Caverns APP

Oh, did we forget to mention that? Launching at the same time on iOS and Android platforms is a fully playable APP version of *Cutthroat Caverns*. The app version picks up the Anniversary Edition content and pits you against 3 Al opponents, where each Al has been modeled to simulate the different play styles most commonly observed at the table. There's one who just hate you, specifically, and lets you know it. There is one who always targets the last player to mess with them. There's the peacemaker who wants to spread things around evenly. And — of course — they all want to win and would rather see *you* die than themselves. Because your opponents are all Als, the game never lags. With the opportunity to interrupt and counter plays as often as this game does, you will understand why networked play was not pursued. But, surprisingly, it is easy to forget you are not playing live opponents.

The Cutthroat Caverns Anniversary Edition is chock full of new reasons to own this game — or consider buying it all over again. And if you haven't played, there is no better time, but just remember... "Trust No One."

Curt Covert is the owner of Smirk & Dagger Games. A sixteen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. His new line, Smirk & Laughter, has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.

GTM JULY 2019 31



## The towers of ARKHANOS



## THE TOWERS OF ARKHANOS

IDW 01694 ..... \$39.99

Available August 2019!

The *Towers of Arkhanos* is a dice drafting, tower-building, worker placement board game for 2 to 4 players designed by Daniel Alves and Eurico Cunha, the creators of *MASMORRA*: *Dungeons of Arcadia* featuring artwork by Marcelo Bastos and Rodrigo Ramos.

The game takes place in a fantasy setting that sees players controlling a team of wizards and jointly constructing arcane towers by deploying dice and meeples to them. Each player commands an identical team of several apprentices and one master that they'll use over the course of the game to (hopefully) gain majority control of the different towers as they are being constructed.

Towers of Arkhanos is a fast and fun family game that plays in about 20 to 30 minutes. The game's table presence sets it apart as players will be building vertical towers with their dice and meeples. This is the kind of game that pulls people in when they walk by it at a Convention or Game Night.

In the game, players take turns drafting dice from a collective pool and using them to either place meeples onto a tower (in hopes of earning Victory Points) or gain spells that will come in handy later. Like *Sagrada* or *Azul*, the rules are intuitive and addictive. Executing a perfect turn involves balancing tactics and strategy to both use your resources well according to the board state but also making sure you're positioning yourself well for coming rounds.

Each round, one player pulls a pre-determined number of dice from a bag depending on player count, and the players take turns drafting dice and using them to place meeples onto towers or their spell board. The goal of the game is to earn Victory Points by having the majority of meeples on a tower when it scores. The game is played over a series of rounds and each round the player is faced with a meaningful decision that is perfect for both gateway game players and more serious gamers.

The designers were incredibly excited to make the game elevate from the crowd, literally and figuratively. The goal of *Towers of Arkhanos* was to create a tower-building game that lifts itself from the table and creates a beautiful 3D landscape that's different each game.

When asked about the design process for the game, co-design Eurico Cunha explained: "One day I went to sleep thinking about doing a different, innovative game, and woke up with the idea in my mind." He took the idea to his partner Daniel, who listened to it, loved it and they started working on it. The 3D element of gameplay and visuals was their biggest focus, and you can see their attention to every little detail in the final product.

The base game for *Towers of Arkhanos* is brilliantly-balanced and will provide gamers endless replayability, but for those people who want to up their game, the expansion brings new tiles and abilities that add even more gameplay to what is sure to be one of the hottest games of the year.

Towers of Arkhanos is both an excellent family game and a game that is perfect for seasoned game groups. The dice-drafting element means that every round you can help yourself by drafting the perfect die or hurt your opponents by spitefully removing their perfect play.

•••

## ALLIANCE GAME DISTRIBUTORS



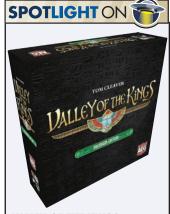
## ART FROM PREVIOUS ISSUE

## **GAME TRADE MAGAZINE #235**

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 235 ...... \$3.99

## **ALDERAC** ENTERTAINMENT GROUP



## **VALLEY OF THE KINGS:** PREMIUM EDITION

Take on the role of Egyptian nobles at the time of the pharaohs, preparing for death and burial in the Valley of the Kings. Players want to fill their tombs with food, canopic jars, statues, amulets and other treasures, and to do so they acquire cards that are laid out in the shape of a pyramid; purchase cards at the base of the pyramid, and it "crumbles" to bring cards higher in the pyramid to the base where they can be bought. The pyramid resets each round with new offerings. Whoever collects the most valuable artifacts in their tomb wins.

AEG 7036.....\$59.99

## ARC DREAM **PUBLISHING**



## **DELTA GREEN RPG: CONTROL GROUP**

The team behind the multiple ENnie Award-winning Delta Green: The Role-Playing Game presents a collection of adventures to introduce new players to Delta Green. Four scenarios lead players to heights of terror. BLACKSAT follows a team of elite NASA pilots and a pair of strange civilians into space in 2010. Night Visions follows a Marine squad in Afghanistan in 2011. In Sick Again, a team from the Centers for Disease Control flies to rural Arizona to investigate a strange viral outbreak. Wormwood Arena brings together survivors from the prior adventures as Delta Green recruits. Scheduled to ship in July 2019.

APU 8137 ..... \$44.99

## **ARES GAMES**

## **BATTLESTAR GALACTICA:** STARSHIP BATTLES -SPACESHIP PACKS

Scheduled to ship in August 2019.



**BOOMERS RAPTOR** 

AGS BSG103C.....\$16.90



## **CYLON HEAVY RAIDER** (CAPTURED)

AGS BSG104C.....\$24.90



**CYLON HEAVY RAIDER** (COMBAT/TRANSPORT)

AGS BSG104A.....\$24.90



**CYLON HEAVY RAIDER (VETERAN)** AGS BSG104B .....\$24.90

**RAPTOR (ASSAULT/COMBAT)** AGS BSG103B .....\$16.90



RAPTOR (SAR/ECM)

AGS BSG103A.....\$16.90



## QUARTERMASTER GENERAL: WW2 - 2ND EDITION

During a game of Quartermaster General, you will play one or more countries on either the Axis or Allied team and try to score as many Victory Points for your team as you can. This Second Edition of Quartermaster General improves multiple elements of the General improves multiple elements of the original, while keeping all the qualities that made it critically acclaimed. If you have played before, we're certain you'll enjoy the changes. If you are new to the game, you're certain to get an even better game than the award-winning first edition! Scheduled to this is September 2019. ship in September 2019.

AGS ARTG006 ......\$49.90

## **ASMODEE EDITIONS**





## **BLACK ANGEL**

Humanity, through its irresponsible behavior, has rendered Earth uninhabitable. The greatest nations are forced to share their knowledge in order to create the largest spacecraft ever constructed: the Black Angel. Scheduled to ship in August 2019.

ASM FAR01.....\$79.99

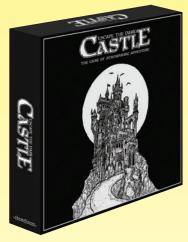
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## **DON'T SWEAT IT!**

The party game of mismatched moves! Go headto-head in hilarious challenges featuring over 100 classic dance moves and pop culture poses! ASM DS01EN .....\$19.99



## **ESCAPE THE DARK CASTLE**

Escape the Dark Castle is a simple, fantasy adventure game for 1-4 players, with a focus on storytelling, atmosphere and player cooperation perfect for newcomers to tabletop gaming. Scheduled to ship in August 2019.

ASM TBL001.....\$40.00



## **RORY'S STORY CUBES: UNTOLD - ADVENTURES AWAIT**

Untold: Adventures Await is the customizable storytelling game powered by Rory's Story Cubes. Players become the heroes of a thrilling tale that unfolds in under 60 minutes. Think of Untold as your favorite TV series, except rather than just sitting back and watching, you're right in the middle of the action!

ASM UTD01 ......\$39.99



## SPOT IT!: 5 YEAR **ANNIVERSARY (TIN)**

Spot it! 5th Anniversary commemorates the birthday of the original Spot it! game with a sparkly new tin and the addition of a cupcake symbol. All of the symbols were reshuffled to bring you a whole new game. Scheduled to ship in May 2019.

ASM SP412..... \$12.99

## JUNGLE SPEED: **SKWAK EDITION**

Enter the crazy universe of Skwak in this revamped Jungle Speed edition! ASM JSWK01.....\$24.99



## SPOT IT!: SHALOM (TIN)

best-selling game will delight you while increasing and reinforcing your knowledge of Jewish traditions. 55 illustrated cards decorated with colorful symbols of famous dishes, decorations, and objects from holidays, such as Hanukah, Shabbat and Purim. Scheduled to ship in May 2019.

ASM SP535..... \$12.99



# **PANZER GRENADIER:** AFRIKA 1944

Shattered in the Battle of Alamein in late 1942, Germany's once-formidable Afrika Korps stumbled back from Egypt across Libya, to meet its end in Tunisia. Axis and Allied armies had surged back and forth across the Western Desert for just over two years, each time managing to recover from defeat and eventually stage a counteroffensive. Afrika 1944 is a supplement for the Panzer Grenadier system based on the potential battles of such a campaign. Scheduled to ship in April 2019.

APL 0891 ..... \$2499



# **PANZER GRENADIER:** SLOVAKIA'S WAR

In March 1939, the small, newly-created nation of Slovakia declared its independence from Czechoslovakia and immediately became a satellite of Nazi Germany. Slovakia's War is an expansion for the Panzer Grenadier series, focused on the battles of the Slovak Army. There are 23 scenarios plus background articles describing the campaigns, and 253 diecut-and-mounted playing pieces. This is not a complete game; ownership of Fire in the Steppe and Broken Axis is required to play all of the scenarios.

. APĹ 0894 .....



# BANDAI

# DRAGON BALL SUPER DRAFT BOX SET 4 -**DRAGON BRAWL**

Draft Box Set 4 contains: 24 Draft Booster Packs, 4 Leader Cards, 1 Rule Manual Scheduled to ship in September 2019.

BAN 2494912.....\$99.99

# **CAPSTONE GAMES**



# **IRISH GAUGE**

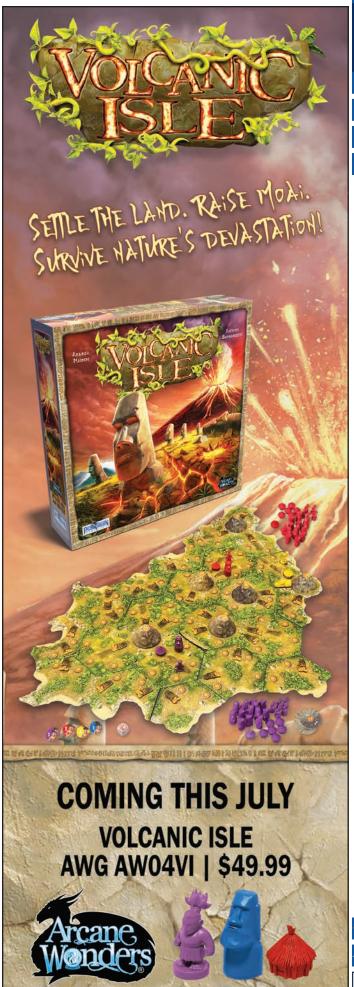
Irish Gauge, the first title in the Iron Rail series, takes place in mid-1800's Ireland. The Iron Rail series focuses on rail network developments in various geographic regions around the world at a time when iron and steam powered locomotives were the best means of transportation. Player interaction, route building, and stock investments are key features of the *Iron Rail* series. At the end of the game, the player with the most money plus stock value wins! Scheduled to ship in September 2019.

CSG IR101 .....\$39.99



La Stanza is a fast-paced board game in which players take on the role of patrons of the arts by sponsoring the most brilliant creators of the time and commissioning the best works of art, all while creating more wealth and increasing their social status and prestige. Commission the best artists, rediscover the lights of the arts, invest in new discoveries and trading routes, promote culture, build universities, gain the trust of Kings, and create the new wonders of the Renaissance! Scheduled to ship in September 2019.

CSG QG1015 ......\$69.95







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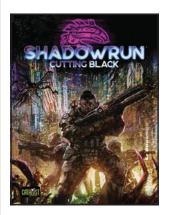
### WATERGATE

# CATALYST GAME LABS

# SHADOWRUN SIXTH WORLD

### **30 NIGHTS**





# **CUTTING BLACK**

# DICE & EDGE TOKENS

Tossing a handful of dice to out-maneuver or out-gun your opponent always brings a rush. Especially when you're spending some Edge to boost your actions. Add more dice to your Shadowrun game, along with a great way to track your Edge!

CAT 28501.....\$19.99





### **ROGUE'S GALLERY: AN NPC DECK**

### **PRIME RUNNER MINIATURES**

They're rough. Tough. Ready for action. And you can fit five of them in your hand. Bring Sledge the ork street samurai, Coydog the elf shaman, Gentry the human decker, Hardpoint the dwarf rigger, and Blanco, the troll weapons specialist to your game table and let them unleash chaos!

CAT 28880.....\$49.99



# SIXTH WORLD GAMEMASTER SCREEN

This Shadowrun, Sixth World Gamemaster's Screen is what you want it to be. How do we know? Because you get to shape it. A player-facing large pocket lets you share scene inserts to change up the players' visual experience, with many included with the screen. Card pockets on the GM side help them track current NPCs and other game stats, while the GM side also displays commonly used tables.

CAT 28001.....\$19.99

# **SUPER CAMELOT**

The Holy Grail awaits! Control a member of King Arthur's court, and compete against your friends in an adventure through the forests of Albion! The first player to find all three sacred Relics and claim the Holy Grail itself, or to amass 40 Gems, wins the game!

CAT 14010.....\$49.99



# **CHRONICLE BOOKS**

# **500 PIECE PUZZLES**

Scheduled to ship in July 2019.



CAT ZODIAC

CHR 7068 ......\$13.99



LITTLE FEMINIST

CHR 3824.....\$13.99

GIM







## LITTLE SCIENTIST

CHR 6726 ......\$13.99



### **UNICORN READING**

CHR 7914.....\$13.99



# CHRISTIAN LACROIX DANGEROUS GAME BACKGAMMON

The family of board games by Christian Lacroix welcomes a new addition this season: Backgammon. The House offers its interpretation of this famous classic. The set's hard case is decorated with the diamonds of the Mascarade pattern and the Fleurs Cannibales hybrid flowers. The embossed, varnished and hot-stamped details come together in a game that combines elegance and entertainment. The case folds out to reveal the game board, decorated in two-tone shading. The same pink and blue shading is also used on the 30 wooden checkers and dice. Scheduled to ship in July 2019.

# GIN RUMMY: GIN LOVERS PLAYING CARDS

This beautifully illustrated deck of playing cards is perfect for round after round of gin or Gin Rummy or any other card game. Featuring illustrations of 40 gins from around the world, plus 12 ginbased cocktails, the cards are accompanied by a booklet giving detailed background to the world's favorite juniper-based spirit, the 40 gins themselves, and recipes for all the cocktails.

Perfect for a hand of cards or a handy refresher on how to mix a Tom Collins or Twisted Gin Fizz. Scheduled to ship in July 2019.

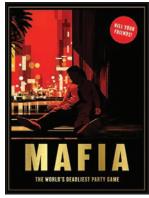
CHR 3949 \$14.99



# **LLAMA DRAMA**

Llama Drama Playing Cards to Go from Mudpuppy is a new spin on Old Maid. Match the colorful animal pairs, but don't get stuck with the single llama card! Packaged in a drawstring bag, this card game is perfect for travel! Scheduled to ship in July 2019.

CHR 7327 .....\$7.99



# MAFIA: THE WORLD'S DEADLIEST PARTY GAME

Two teams compete in this delightfully deadly party game. Based on the classic role-playing strategy game, it's kill or be killed as innocent city folk pit their wits against a mob of ruthless international gangsters. Engage in a tangled web of intrigue, subterfuge, wild accusations, protestations of innocence, and bluffing. Includes 24 street character cards, crimescene notepad, and definitive game guide with rules, case files, tactical tips, and ideas for advanced play. Scheduled to ship in July 2019.

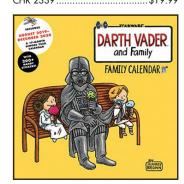
CHR 4137 ......\$17.99



# TARE TOO

# MY BIG BOOK OF GAMES

It's all fun and games with this innovative and portable game book. With eight colorful vinyl game pieces that stick to the pages, and two can't-lose-'em dice built right into the spine, this book will become everyone's favorite take-along for long car rides, sleepovers, and picnics. It's the perfect, play-anytime-anywhere set with five easy-to-learn games, including Three in a Row, Cowboy Adventure, Giddyup, and more! And when play is done, the game pieces can be stored in the handy pocket on the front cover. Let the games begin! Scheduled to ship in July 2019.



# STAR WARS: DARTH VADER AND FAMILY 2020 FAMILY WALL CALENDAR

Celebrate an eventful year with Darth Vader and his rebellious kids, young Luke and little Leia. With columns for recording daily happenings of five family membersplus a fold-down pocket for keeping track of all those easy-to-lose invitations and appointment cardsthis fun wall calendar is the ideal coordination tool for busy families all across the galaxy! Scheduled to ship in August 2019.

CHR 7762 .....\$14.99



# STAR WARS: DARTH VADER AND SON 2020 WALL CALENDAR

Enjoy a year full of hijinks and life lessons with Darth Vader as he rules the Galactic Empire while keeping an eye on his mischievous son Luke. Scheduled to ship in August 2019.

CHR 9973 ......\$14.99



# **SUPERHERO FAMILIES**

Team up magnetic Maggie and antigravity Felicity from the Quantum family or unite Fiammetta and Lolly Elemental. Collect illustrated cards of 44 superpowered goodies and baddies and place them into groups. Whoever gets the most groups first wins. Based on Go Fish, this card game is fun for kids and families, and you don't need superpowers to play! Scheduled to ship in July 2019.

CHR 3567 ......\$11.99



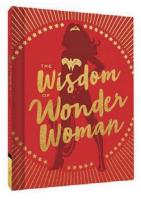
# TANGRAM RACE



# WE RATE DOGS: THE CARD GAME

They're good dogs, Brent! In this fast-paced card game for 3-6 players based on the massively successful Twitter account WeRateDogs, good dogs compete to be the very best! Choose your favorite pups to enter a competitive dog show and use cards to improve their rating, bring down the competition, or cause chaos for a puptastic good time! Only one dog can be named Best in Show, but not to worry: no dog will ever be less than a 10/10! Scheduled to ship in July 2019.

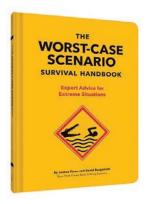
CHR 3856 ......\$24.95



# THE WISDOM OF WONDER WOMAN

For more than 75 years, Wonder Woman has inspired and empowered generations of fans with her strength and guidance. This gorgeous collection of quotes from throughout Wonder Woman's iconic history fully illustrated by a wide range of classic and modern visuals, showcases her wisdom on fighting systems of evil, defying expectations in Man's World, standing up for peace and love, and embodying the true meaning of strength. With a luxe foil cover and a golden lasso page marker ribbon, The Wisdom of Wonder Woman is an uplifting and powerful gift for wonder women everywhere. Scheduled to ship in July 2019.

CHR 3955 .....\$14.95



# THE WORST-CASE SCENARIO SURVIVAL HANDBOOK

Danger! It lurks at every corner. The Worst-Case Scenario Survival Handbook is here to help with expert, illustrated, step-by-step instructions for life's sudden turns for the worst. This revised and expanded edition published on the international bestseller's 20th anniversary delivers frightening and funny real advice readers need to know fast. With crucial information added from across the Worst-Case series and 20 allnew scenarios for twenty-first century threats, this action-packed hardcover handbook brings emergency instruction for anxious times. Scheduled to ship in July 2019.

CHR 2187 ..... \$18.95



replacement wood sets for Catan® games! Whether you need to replace some missing pieces, want to upgrade from a plastic edition of the game, or would like an entirely new color, this series is for you.

Replacement wood for base Catan, Seafarers, Cities & Knights, Traders & Barbarians come in the six classic Catan colors: red, blue, white, orange, green and brown.

For base Catan and Seafarers there are also four brand new colors: black, pink, purple and Yellow!

And the first of the metallic colors – for base game only, metallic Bronze! Look for more exciting metallic colors in the fall!

# **CATAN STUDIOS**





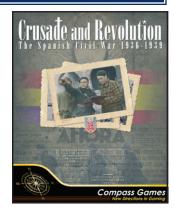
# CATAN: STARFARERS (STAND ALONE)

Delve deep into the unknown, discover new solar systems, meet new extraterrestrial lifeforms and use your diplomacy so they will aid you with their powers. Scheduled to ship in August 2019.

CSI CN3007.....\$99.00

# **COMPASS GAMES**

# CRUSADE AND REVOLUTION: DELUXE EDITION



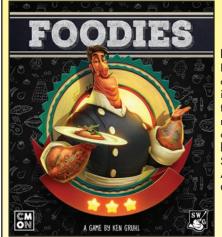


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# **FOODIES**

In Foodies, players take on the role of managers in a Food Court. During the game, they will add new dishes to their menu, connecting the stars between different dishes. Scheduled to ship in August 2019. COL FDS001 ...... \$39.99

# A SONG OF ICE & FIRE TABLETOP MINIATURES GAME: **BARATHEON STARTER SET**

The Baratheon Starter Set gives players everything they need to make their claim on the Iron Throne. Scheduled to ship in August 2019. COL SIF008......\$89.99

# BARATHEON

# **GOD OF WAR:** THE CARD GAME

powerful individuals from order to stop Ragnarok. Scheduled to ship in August 2019.



In God of War: The Card Game, players take on the role of the Norns, mythology, as they try different combinations of heroes and Quests in



# COL GOW001 ......\$39.99



# A SONG OF ICE & FIRE TABLETOP **MINIATURES GAME: BARATHEON DELUXE ACTIVATION BANNER (10)**

The Baratheon Deluxe Activation Banner set gives commanders an easy way to keep track of which of their units have activated and which are left to go. Scheduled to ship in August 2019.

COL SIFPR16......\$14.99



# A SONG OF ICE & FIRE TABLETOP **MINIATURES GAME: BOLTON BLACKGUARDS UNIT BOX**

The Bolton Blackguards gives box commanders a terrifying new unit to employ on the battlefield. Scheduled to ship in August 2019. COL SIF504 ..... \$29.99



# A SONG OF ICE & FIRE TABLETOP MINIATURES GAME: **BUILDER STONE THROWER**

The Builder Stone Thrower is an artillery piece that Nights Watch commanders can bring with them to battle. Scheduled to ship in August 2019. COL SIF307.....\$29.99

# FEATURED ITEM



# A SONG OF ICE & FIRE TABLETOP MINIATURES GAME: FREE FOLK DELUXE ACTIVATION BANNER (10)

The Free Folk Deluxe Activation Banner set gives commanders an easy way to keep track of which of their units have activated and which are left to go. Scheduled to ship in August 2019.

# FEATURED ITEM

# A SONG OF ICE & FIRE TABLETOP MINIATURES GAME: LANNISTER DELUXE ACTIVATION BANNER (10)

The Lannister Deluxe Activation Banner set gives commanders an easy way to keep track of which of their units have activated and which are left to go. Scheduled to ship in August 2019.

COL SIFPR05 .....\$14.99



# FEATURED ITEM



# A SONG OF ICE & FIRE TABLETOP MINIATURES GAME: NEUTRAL DELUXE ACTIVATION BANNER (10)

The Neutral Deluxe Activation Banner set gives commanders an easy way to keep track of which of their units have activated and which are left to go. Scheduled to ship in August 2019.

COL SIFPRO7.....\$14.99

# FEATURED ITEM



# A SONG OF ICE & FIRE TABLETOP MINIATURES GAME: NIGHT'S WATCH DELUXE ACTIVATION BANNER (10)

The Night's Watch Deluxe Activation Banner set gives commanders an easy way to keep track of which of their units have activated and which are left to go. Scheduled to ship in August 2019.

COL SIFPR13.....\$14.99

# FEATURED ITEM



# A SONG OF ICE & FIRE TABLETOP MINIATURES GAME: STAG KNIGHTS UNIT BOX

The Stag Knights unit box for the A Song of Ice and Fire: Tabletop Miniatures Game gives House Baratheon commanders a strong, tough, elite unit for their forces. Scheduled to ship in August 2019.

COL SIF803.....\$29.99

# FEATURED ITEM



# A SONG OF ICE & FIRE TABLETOP MINIATURES GAME: STARK DELUXE ACTIVATION BANNER (10)

The Stark Deluxe Activation Banner set gives commanders an easy way to keep track of which of their units have activated and which are left to go. Scheduled to ship in August 2019.

COL SIFPR06 ......\$14.99

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# FEATURED ITEM



# A SONG OF ICE & FIRE TABLETOP MINIATURES GAME: THENN WARRIORS UNIT BOX

The *Thenn Warriors* unit box gives Free Folk commanders their arguably hardiest troops on the battlefield. Scheduled to ship in August 2019.

COL SIF404......\$29.99

# FEATURED ITEM



# **ZOMBICIDE: INVADER - DECK HOLDERS (4)**

# FEATURED ITEM



# ZOMBICIDE: INVADER - BLACK OPS EXPANSION

Zombicide: Invaders
Black Ops expansion set
lets players dive further
into the heart of PK-L7
and fight against the
terrible Xenos in new
ways. Scheduled to ship
in August 2019.
COL ZCS002 .... \$59.99

# FEATURED ITEM



# ZOMBICIDE: INVADER -SURVIVORS OF THE GALAXY BOX SET

The Survivors Of The Galaxy Box Set for Zombicide: Invader introduces four new Survivors that players can choose for their games. Scheduled to ship in August 2019.

CÓL ZCS004.....\$24.99

# FEATURED ITEM

# ZOMBICIDE: INVADER - DARK SIDE (STAND ALONE OR EXPANSION)

Players take on the role of members of Green Squad and must fight their way through a 10-mission campaign, battling the dangerous and deadly Driller Xenos along the way. Scheduled to ship in August 2019.



COL ZCS003 \$99.99

# FEATURED ITEM



# ZOMBICIDE: INVADER -TILES (12)

The Tiles Set for Zombicide: Invader gives players new options when creating custom scenarios. It has the nine double-sided tiles from the Zombicide: Invader core box, as well as the three double-sided tiles from the Black Ops expansion. Scheduled to ship in August 2019. COL ZCS005 .... \$24.99

42

**ARISTEIA! MASTER OF PUPPETS** CVB CBARI31 .....\$21.99

YU JING KIT KOKRAM, **INVINCIBLE ZUYONGS SPECIALISTS** 

CVB 281308-0775 ..... \$17.99

# INFINITY



ARIADNA DYNAMO REG. OF KAZAK LIGHT CAVALRY

CVB 281106-0776 .....\$45.49



**DAEDALUS GATE SCENERY PACK** 

CVB 285061 ..... .....\$13.49



**HAQQISLAM NAMURR ACTIVE RESPONSE UNIT** (HEAVY PISTOL, E/M CCW)

CVB 281403-0777 .....\$13.49



NA2 SAITO TOGAN, MERCENARY NINJA (COMBI RIFLE)

CVB 280738-0778 .... .\$13.49



**PANOCEANIA ORC TROOPS** CVB 281210-0774.....\$36.99

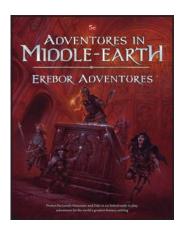




# **DOCTOR WHO RPG: TWELFTH DOCTOR SOURCEBOOK**

The Twelfth Doctor has regenerated into the most talked about incarnation of The Doctor ever! While we await the new season, this Sourcebook explores the complete Twelfth Doctor's adventures in exhaustive detail. With detailed information on all the allies, enemies, aliens and gadgets that the Doctor encounters, as well as examining each of his adventures, the book contains a wealth of material for the *Doctor Who* Roleplaying Game, and is also a fact-packed resource for fans of the show! Scheduled to ship in July 2019.

CB7 1131 ......\$39.99



# **DUNGEONS & DRAGONS RPG: ADVENTURES IN MIDDLE-EARTH - EREBOR ADVENTURES HARDCOVER**

Erebor Adventures contains six ready-toplay adventures you can play seperately or as connected parts of a conspiracy that will unfold over the course of several years. Scheduled to ship in September 2019. CB7 2312 ......\$39.99











# **WARHAMMER FANTASY RPG: ENEMY IN SHADOWS COLLECTOR** LIMITED EDITION

Scheduled to ship in August 2019. CB7 2408 ......\$149.99

# **WARHAMMER FANTASY RPG: GAMEMASTER'S SCREEN**

With breathtaking artwork of the Old World's festering cities to one side, and all the tables, rules and references a GM could want on the other, the Gamemaster's Screen is the perfect accessory to keep all of your nefarious plans secret from the prying eyes of your players. Accompanying the screen is the Gamemaster's Guide, a 32-page booklet crammed full with indispensable articles for GMs both new and old. Scheduled to ship in September 2019. CB7 2404 ......\$29.99



# **DAYS OF WONDER**





# TICKET TO RIDE: NEW YORK

Welcome to New York City in the 1960s! In this brand-new version of Ticket to Ride, players race one another through the busy streets of New York City to visit the most prestigious Tourist Attractions and complete their Destination Tickets. Scheduled to ship in September 2019.

DOW DO7260......\$19.99

# **DECISION GAMES**



# **MODERN WAR #43: OPERATION SERVAL**

Operation Serval is a two player game covering the campaign in Mali in West Africa during 2012 and 2013, which saw Islamist forces seize control of the northern part of the country and then threaten the capital at Bamako. A French expeditionary force intervened, counterattacked, and along with various African allies, routed the Islamists in a short and sharp campaign. Scheduled to ship in August 2019.

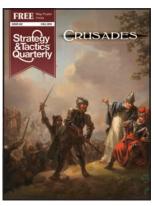
DCG MW43......\$39.99



# **STRATEGY & TACTICS #319: SCHLIEFFEN'S WAR**

Schlieffen's War is a strategic-level two-player wargame of low-intermediate complexity that covers the first six weeks of fighting on World War I's western front in 1914. The game's sub-systems are crafted to present a supreme-commanders-eye-view of the war: it is therefore almost fully strategic in its perspective, with only the most pastel of operational undertones added to enhance historical tone and texture. One player commands the German forces. The other player commands the Entente forces (Belgian, British, and French) which are allied with each other, in opposition to the Germans. Scheduled to ship in September 2019.

DCG ST-319.....\$39.99



# **STRATEGY & TACTICS QUARTERLY #7: CRUSADES**

Europe was nearing the peak of the High Middle Ages in the late eleventh century. In a bid to unify squabbling dynasties, Pope Urban II announced a Crusade to recapture the Holy Land. It was the first of more than a dozen calls that would span four centuries, sending expeditions of knights errant to the corners of the Mediterranean and Baltic worlds. In addition to massive cultural changes, the wars had an enormous impact on the conduct of warfare. Joseph Miranda covers that impact in the context of the period's battles and campaigns. A map poster is included depicting critical information on the period Scheduled to ship in August 2019.

DCG STQ7.....\$14.99



# WORLD AT WAR #67: THE BATTLE OF CHANGSHA

The Battle of Changsha is a two player, operational level game of the second (September to October 1941) battle for Changsha, China, capital of the Hunan Province. The first Battle of Changsha had been fought in 1939 as part of the Second Sino-Japanese War and resulted in Changsha being the first Chinese city to successfully repel the Japanese advance. The second battle in 1941, resulted in the city being captured (after most of it was destroyed in a fire) by the Japanese, and then being recaptured by the Chinese 9th Army Group commanded by Gen. Xue Yue. Scheduled to ship in August 2019. DCG WAW-67 .....\$39.99



# WORLD AT WAR #73: **SPRING AWAKENING**

Spring Awakening is a two player wargame of Operation Fruhlingserwachen, the final major German offensive of World War II. The German plan was to launch a twopronged attack to secure a defensive zone for the Lake Balaton oilfields in northern Hungary. The offensive failed in the face of Soviet resistance, and the ensuing Red Army offensive swept into Vienna. While historically, the situation was dismal for the Third Reich, the objective is for players to do better than their historical counterparts. Scheduled to ship in August 2020

DCG WAW-73 .....\$39.99

# **EVIL HAT PRODUCTIONS**



Band of Blades is a standalone RPG about a legion of soldiers who are fighting and fleeing the undead horde using the Blades in the Dark engine. EHP 0048.....\$45.00





ARKHAM HORROR LCG: RETURN TO THE PATH TO CARCOSA EXPANSION

When you first took center stage in The Path to Carcosa, you dissected the history of the cursed play, reading between the lines to reveal an eldritch conspiracy that stretched beyond this latest

performance. Now in *Return to the Path to Carcosa*, you are invited to step back into the halls of the Ward Theatre and bear witness to the triumph of Nigel Engram and his loyal crew. Scheduled to ship in August 2019.

FFG AHC36.....\$29.95

# LEGEND OF THE FIVE RINGS LCG: THE EMPEROR'S

**LEGION - LION CLAN PACK** 

On the blood-stained battlefields of Rokugan, one clan stands head and shoulder above the rest. To face the Lion Clan in battle is an unenviable task for any clan. Scheduled to ship in August 2019.

FFG L5C27.....\$19.95



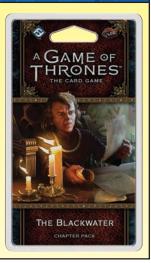


# FEATURED ITEM

# A GAME OF THRONES LCG: 2ND EDITION - THE BLACKWATER CHAPTER PACK

Your journey to the capital of the seven kingdoms draws you beyond the city walls to explore the surrounding waterways that acted at the setting of the greatest battle in the *War of the Five Kings*. Scheduled to ship in August 2019.

FFG GT50 ......\$14.95



# FEATURED ITEM



# STAR WARS: LEGION - CORE PAINT SET

Bring your Star Wars:
Legion army to life
with the Core Paint
Set! With 18 essential
colors including two
washes for adding
rich depths of shading
to your miniatures for
depicting the troopers
and vehicles of both the
Rebel Alliance and the

Galactic Empire, this paint set is a perfect entry point for the beginning miniatures painter. Scheduled to ship in August 2019.

FFG SWS52 ......\$49.95

# FEATURED ITEM



# LEGEND OF THE FIVE RINGS LCG: THE CHILDREN OF HEAVEN DYNASTY PACK

The Children of Heaven continues the themes of the Inheritance cycle by focusing on the Courtiers of Rokugan, able to dominate political conflicts with ease. Also look for a new Crab province that becomes stronger the more times it is attacked, a new Phoenix event that allows you to overwhelm your opponent with Spells, and a Scorpion event that can dishonor multiple characters at once. Scheduled to ship in August 2019.

FFG L5C22 ...... \$14.95

# FEATURED ITE



# **STAR WARS: LEGION - IMPERIAL PAINT SET**

Bring your Star Wars: Legion army to life with the Imperial Paint Set! This set includes 10 colors essential to depicting the troopers and vehicles of the Galactic Empire including one wash and one gloss coat for adding rich depths of shading and a finishing touch to your miniatures, making it the perfect entry point for the beginning miniatures painter. Scheduled to ship in August 2019.

FFG SWS53 ......\$29.95

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# **STAR WARS: LEGION** - REBEL PAINT SET

Bring your Star Wars: Legion army to life with



for the beginning miniature painter. Scheduled to ship in August 2019. FFG SWS54 ......\$29.95

# the Rebel Paint Set! With 10 essential colors to depict the troopers and vehicles of the Rebel Alliance including a wash for adding rich depths of shading to your miniatures this paint set is the perfect entry point

# **BERMUDA PIRATES**

Bermuda Pirates is a highly captivating family game where memory, dexterity, and sharp observation skills will be put to the test in order to prevail. Scheduled to ship in September 2019.

FOX BPIRATES-BIL .....\$29.95



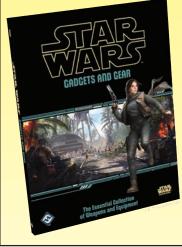
# **QUICK LINK**

FOXMIND GAMES

Quick Link is a game that develops verbal reasoning and teaches conflict resolution in a fun and exciting way. Scheduled to ship in September 2019.

FOX QLINK-ENG......\$19.95





# STAR WARS RPG: GADGETS AND GEAR HARDCOVER

Discover the perfect tool for the job with Gadgets and Gear, a 142-page essential collection of weapons and equipment for Star Wars Roleplaying! Scheduled to ship in August 2019.

FFG SWR17 ..... \$39.95



Can you identify the move that will allow you to collect the most balls? A fun and ingenious game for ages 7 and up. Scheduled to ship in September 2019. FOX COLLECTO-BIL.....\$21.95



### **SLAM BLUFF**

Shake the cup, slam it shut and declare the number you've rolled. Pass the cup to the next player who must roll a higher number or risk losing a life. Did your opponent roll higher or are they trying to bluff their way out? Highly portable for fun anywhere! Scheduled to ship in September 2019. FOX SLAMBLUFF-ENG .....\$11.95

# FLYING FROG PRODUCTIONS

# **SHADOWS OF BRIMSTONE** FOREST OF THE DEAD, **DELUXE OTHERWORLD**

This expansion introduces a brandnew OtherWorld, full of undead terrors, Special Hordes, Vampires, and ghastly horrors. Included are a full set of 19 Map Tiles on the back, all of the cards needed for this world, 4 deadly new enemy types, as well as, a host of new cards, counters, and missions. Scheduled to ship in September 2019.

FFP 0713.....\$79.95



# **SHADOWS OF BRIMSTONE WASTELAND TERRALISK XL ENEMY PACK**

This XL Enemy Pack is for use with Shadows of Brimstone. Scheduled to ship in September 2019.

FFP 07E16.....\$29.95



# **CONEZILLA**

Be the first player to collect 10 mouthwatering ice cream scoops and be the winner oft he spectacular *ConeZILLA* game. This fun game of tactics and memory will have children and adults rallying for second and third calorie-free servings! Scheduled to ship in September 2019.

FOX CNZLA-ENG ......\$14.95



# **SLAM WORDS**

Shake the cup, slam it shut to reveal 3 letters. Quickly nd a word that uses the three letters and pass the cup to the next player who has to nd a new word, or they are out. Highly portable for fun anywhere. Scheduled to ship in September 2019. FOX SLAMWORDS-ENG.....\$11.95







# **GALE FORCE NINE**

# BATTLEFIELD IN A BOX

Scheduled to ship in September 2019



**BEASTIAL HUTS (2)** 

**CHIEFTAIN HUT (1)** 

GF9 BB539.....\$35.00

BATTLEFIELD IN A BOX

CHIEFTAIN'S HUT

GF9 BB540.....\$30.00



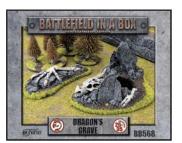
# **ENERGON CRYSTALS PURPLE (6)**

GF9 BB547.....\$25.00

**EXTRA LARGE HILL (1)** 

GF9 BB242.....\$35.00





**DRAGON'S GRAVE (2)** 

GF9 BB568.....\$20.00



LARGE HILL (1)

GF9 BB241.....\$35.00



# **SACRIFICIAL ROCKS (5)**

.\$20.00 GF9 BB569.....

# **GOODMAN GAMES**



# **DUNGEON CRAWL CLASSICS: #83 THE** CHAINED COFFIN

The hardcover also includes all content from DCC #83.1: Tales of the Shudder Mountains and DCC #83.2: Death Among the Pines, the Shudder Mountain material published in several Gen Con Program Guides, Moon Eyes and Fire-Flies, a new adventure set in the Shudder Mountains, Buzzard Hollow, a new Shudder Mountains minisetting, and Ma Biggintys Book of Backwoods Wisdom, a collection of inspiration material that will bring the Shudder Mountains to life in your game. And yes, this large hardcover will also include the famous spinning map puzzle that made the first boxed set so popular! Scheduled to ship in September 2019.

# HARDCOVER

GMG 5084H ......\$49.99 LIMITED EDITION HARDCOVER

GMG 5084X ......\$59.99



# **DUNGEON CRAWL CLASSICS RPG: #67** SAILORS ON THE STARLESS SEA FOIL **COLLECTORS EDITION**

DCC #67: Sailors on the Starless Sea is already a modern classic. Thousands of gamers have played this brilliant adventure by Harley Stroh. This limited-edition hardcover edition includes the complete original adventure as well as the new encounter areas added in the second printing, plus an extra 32 pages of bonus material. This includes behind-the-scenes interviews, original sketches, a photo gallery of playtest sessions, and variant cover art. Plus the hardcover edition has another brillian demon skull cover by Doug Kovacs, and brand new painted endsheet art by Doug Kovacs and Stefan Poag! Scheduled to ship in July 2019.

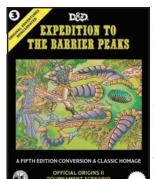
GMG 5066F .....\$29.99

## FIFTH EDITION FANTASY: #16 **CAVE OF THE UNKNOWN**

A level 3 adventure for 5E. A forgotten cavern beneath a lonely hill hides secrets as old as the multiverse. Strange phenomenon haunt those who delve into its depths. Both the wise and the mad venture within to call upon the caves ancient powerand not all emerge from the darkness. Now, the legend of the Cave of the Unknown reaches the ears of stalwart adventurers. Can they unravel the Cave's secret history and succeed where others have failed? Or will their bones soon litter the darkness under that distant hill? Scheduled to ship in September 2019.

GMG 55516 .....





# **ORIGINAL ADVENTURES REINCARNATED #3: EXPEDITION TO THE BARRIER PEAKS**

Herein you will find high-quality scans from multiple printings of the original first edition adventure module, plus commentary by gaming luminaries. A full fifth edition conversion of the original adventure is included, as well as brand new additional adventure locations and a dungeon level to expand and develop the spaceship and the surrounding environs. This is the perfect framework for a fully playable extended dungeon delve, suitable for taking your fifth edition campaign in out-of-this-world directions, with a distinct old-school vibe. Scheduled to ship in September 2019.

GMG 50003 .....\$49.99

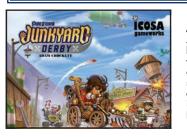
# TALES FROM THE MAGICIAN'S SKULL #3

Tales From The Magicians Skull is a magazine of all-new swords & sorcery fiction. Issue #3 features cover art by Sanjulian, and stories by William King, John C. Hocking, James Enge, Violette Malan, Howard Andrew Jones, Sarah Newton, and Joseph A. McCullough. The magazine is edited by Howard Andrew Jones and published by Joseph Goodman of Goodman Games. Issue #3 features art by Justine Jones, Doug Kovacs, Brad McDevitt, Russ Nicholson, Samuel Dillon, Stefan Poag, Matthew Ray, and Cliff Kurowski. Finally, issue #3 includes a short appendix presenting DCC RPG stats for all the new material contained inside! Scheduled to ship in September 2019.

GMG 4502 ...... \$14.99



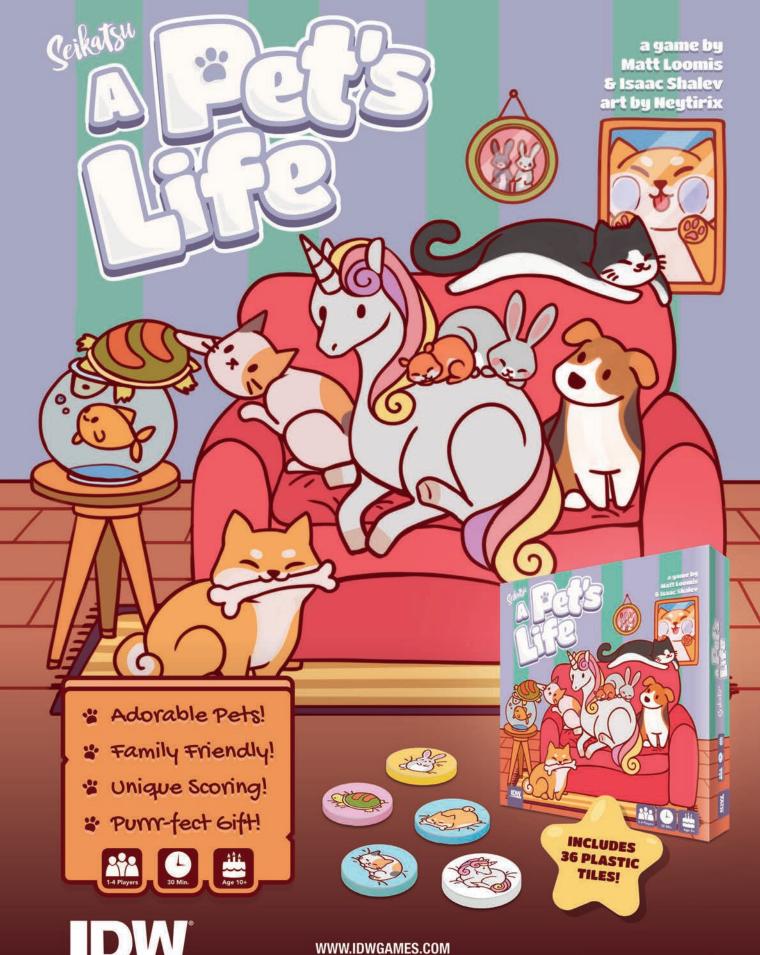
# **ICOSA ENTERTAINMENT**



# JUNKYARD DERBY

Junkyard Derby is card-driven steampunk board game for 2-6 players ages 8+ in which the players construct a racer and contraptions from junk in a scrap pile and race through hazards and battle with each other to the finish line. Scheduled to ship in July 2019.

ICO 2101.....\$40.00











**NOVEMBER RELEASE!** 

# NARUTO SHIPPUDEN: VILLAGE DEFENDERS

- A cooperative card game based on the legendary anime series, defend Leaf Village from destruction.
- Play as your favorite Naruto Shippuden characters and face off against the series classic villains.
- Work together with your friends to build combos, focus your chakra, and unleash massive attacks.
- Delivered in a collectible tin.







DESIGNER: TEAM LYNNVANDER

IDW 01673.....\$19.99

# INIVAD

# INVADER ZIM: DOOMSDAY DICE GAME



- Engine building through card management meets dice rolling randomness in a comedic push-your-luck card game of world destruction!
- More than a dozen special abilities to power-up your machine while tearing down your opponents!
- Delivered in a collectible tin.

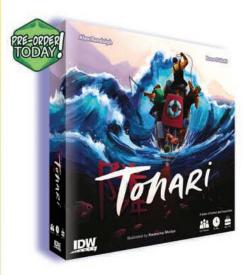






IDW 01425.....\$19.99

AVAILABLE NOW!



# **TONARI**

- 42 gorgeous full color acrylic tiles and game board by Kwanchai Moriya.
- Set collection scoring, but with a twist: all players share their score with the player of the right.
- Game design from Alex Randolph and Bruno Faidutti.







IDW 01656.....\$29.99

DESIGNERS: ALEX RANDOLPH AND BRUNO FAIDUTTI Artists: Kwanchai Moriya

**AUGUST RELEASE!** 



# **SEIKATSU**

- Game design from Isaac Shalev and Matt Loomis.
- Dual-scoring tiles require you to change strategies mid-game as the board is filled.
- A mind-bending game of perspective that will have players entering a medatative state.







IDW 01267.....\$29.99

**AVAILABLE NOW!** 

DESIGNERS: ISAAC SHALEV & MATT LOOMIS ARTISTS: PETER WOCKEN & LUCAS MENDONÇA COVER: PETER WOCKEN & SOON YI WARREN



# THE TOWERS OF ARKHANOS

- Draft dice and place them carefully to build up the Towers of Arkhanos, and increase your score.
- Learn and use powerful magic spells that allow you to manipulate the dice.
- An easy to learn and quick to play game where your choices are limited but their repercussions are meaningful.



IDW 01694.....\$39.99

DESIGNERS: DANIEL ALVES AND EURICO CUNHA ARTISTS: MARCELO BASTOS AND RODRIGO RAMOS

**AUGUST RELEASE!** 

# **GHOSTBUSTERS: BLACKOUT**

- The Ghostbusters are out to bust familiar faces and unforgettable foes after a city-wide blackout allowed all the ghosts in their containment unit to escape!
- A terrifyingly tough co-op threat management game, Ghostbusters: Blackout challenges
   1-4 players to travel all over New York to bust baddies and keep the mass hysteria to a minimum.
- Roll and allocate dice to bust ghosts, buy upgrades, and move around the board in a game that will constantly having you wish for just one more die.







IDW 01678.....\$39.99

DESIGNER: JON COHN ARTISTS: DAN SCHOENING

# **JULY RELEASE!**

# EDGAR ALLAN POE'S THE MASQUE OF THE RED DEATH

- First board game based on Poe's classic sinister tale.
- Split your turns between gaining prestige amongst your noble friends and learning where the Red Death will strike.
- Player with the most prestige wins, if they survive the Red Death's visit!
- Fully painted board and character artwork from Gris Grimly.
- The Murders in the Rue Morgue coming soon!







DW 01379.....\$59.99

DESIGNER: ADAM WYSE ARTIST/COVER: GRIS GRIMLY



**AVAILABLE NOW!** 

# SEIKATSU: A PET'S LIFE

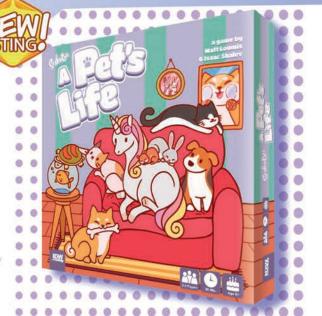
- A new family-friendly theme for the original hit game.
- Dual-scoring tiles require you to change strategies mid-game as the board is filled.
- Quick and easy to learn with tons of hidden depth.
- Custom artwork from Neytirix.



W 01827.....\$29

**NOVEMBER RELEASE!** 

DESIGNERS: ISAAC SHALEV & MATT LOOMIS ARTIST: NEYTIRIX







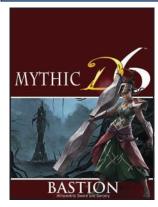
# **IELLO**

# **ZOO RUN**

With Zoo Run, you can choose cooperating or competing or both! Free the animals from the zoo before the zookeeper arrives and celebrate their releases with an exciting race to the city! In both cases, create the most animals by adjoining your cards to win the game! Scheduled to ship in July 2019.

IEL 51600.....\$19.99

# KHEPERA PUBLISHING



### **MYTHIC: BASTION**

Bastion is an Afrocentric fantasy horror supplement for use with the MYTHIC D6 roleplaying game. BASTION is the last city at the edge of oblivion. A postapocalyptic milieu where heroes explore the wasteland to find survivors of the final great global holocaust corrupting all life. Bastion is an Afrocentric sword and sorcery RPG where heroes fight to stave off the warping influence of animate chaos in a world on the brink of annihilation. Scheduled to ship in August 2019.

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# KONAMI DIGITAL ENTERTAINMENT

# <u>YU-GI-OH! TCG</u>



# **ADVENT CALENDAR 2019**

Coming this holiday season, the Yu-Gi-Oh! TRADING CARD GAME Advent Calendar returns to honor the old-time tradition of counting down the days to Christmas, in a way fit for a Duelist! KON 84542......\$19.99



# ROKKET REVOLT STRUCTURE DECK DISPLAY (8)

Outfit your dragonic arsenal with the latest technology in *Structure Deck: Rokket Revolt!* **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84508.....\$79.92

# SPOTLIGHT ON THE PROPERTY OF T

# SPEED DUEL - SCARS OF BATTLE BOOSTER DISPLAY (36)

Introducing the Speed Duel: Scars of Battle booster set! Upgrade your Speed Duel Decks with 45 new-to-Speed Duel cards and 5 brand-new Skill Cards! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

# \$53.64 **SPOTLIGHT** ON



# SPEED DUEL - ULTIMATE PREDATORS STARTER DECK DISPLAY (8)

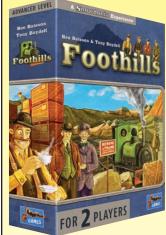
# **LEGION SUPPLIES**



# **HELL IS EMPTY**

# **LOOKOUT GAMES**

# FEATURED ITEM



# **FOOTHILLS**

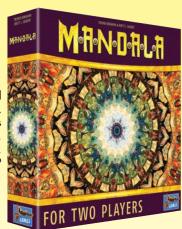
Northern Wales - rugged hills, beautiful landscapes, a few sheep and narrow gauge railways with steam engines, crawling through the valleys to their destinations. Scheduled to ship in August 2019.

LKG LK0110 ...... \$39.99

# FEATURED ITEM

# **MANDALA**

Opponents play their colored sand cards into the two Mandalas, building the central Mountains and laying cards into their Fields. Scheduled to ship in August 2019. LKG LKO112......\$29.99



GIM

# Colors La Daris

# **COLORS OF PARIS**

A friendly competition has been declared! If you wish to become as renowned as Cezanne, Monet, Renoir, and other masters you'll have to fulfill orders as quickly as possible, all the while improving your tools and technique. Scheduled to ship in August 2019.

LUM SMPCP01 .....\$49.99



# MISSISSIPPI QUEEN

In Mississippi Queen, players race their paddlewheelers down the Mississippi, picking up passengers along the way. But onboard coal supplies are limited, so each ship's acceleration and maneuvers must be carefully planned. Scheduled to ship in August 2019.

LUM SMPMQ01NA .....\$49.99



### **CUZCO**

You are Inca dignitaries, fighting for political supremacy in the Andes. You must exploit the new, still virgin territory of Morray, north of Cuzco, a vast region of forests and mountains, to find the new bases of your civilization. You must irrigate the soil and plant innovative food crops in circular terraces. Build Villages, then transform them into Cities by building Temples. Then expand the Temples and organize a grand festival in honor of the Sun God. Scheduled to ship in July 2019.



# **DINO PARTY**

In Dino Party, each player adopts a species of dinosaur and attempts to save it from certain destruction by throwing adorable dinosaur meeples onto an everincreasingly inhospitable board! Land them in the fields or caves, and you'll have some happy dinos. Land them in the jungles or the ocean, and that may be the last you see of them. At the end of four rounds, the player who manages to save or create the most dinosaurs wins!

LUM ANK151.....\$29.99

# **STELLIUM**

At the dawn of the creation of the Universe, choosing its architect is crucial! You embody the first divinities to emerge from the Chaos. Use your ingenuity (and trickery!) to align the stars in the Universe while preventing your opponents from doing the same. Only the best among you will be named Grand Architect of the Universe!



## **U.S. TELEGRAPH**

In 1860, the U.S. commenced construction of the Transcontinental Telegraph, which would revolutionize communication. As an investor, you know this is an opportunity to develop your hometown. In this ingenious tile placement game, use the landscape to conserve resources and chain your buildings just right to build for free! To win, be the first to complete all of your projects or to expand your settlement all the way from one major city to another. Scheduled to ship in July 2019.

LUM SMPUTO1NA .....\$44.99







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IF YOU,



**CHROMIUM CHARGERS** 

MGE MGDB2M314 .....\$39.99

**METABOTS TEAM** 

**MANTIC ENTERTAINMENT** 

DREADBALL: 2ND EDITION Scheduled to ship in September 2019.

**LOCUST CITY CHIEFS** 

**HELLBOY: THE BOARD GAME -**THE WILD HUNT EXPANSION

MGE MGDB2M313 .....\$39.99

When ancient giants begin to reawaken in the British Isles, Hellboy is invited to join an ancient band of fellow monster hunters

called the Wild Hunt and help bring them

down. Inspired by the influential Wild Hunt series this new expansion for Hellboy: The

Board Game sees Hellboy facing off against Giants, Imps and the mighty Eligos. However, Hellboy is not alone and is joined by new

back-up agent Alice Monaghan. Prepare for a giant new adventure! Scheduled to ship in September 2019.

MGE MGHB102 ......\$74.99

Z'ZOR TEAM

High amongst the clouds floats a great city! You are aerial architects, building magnificent structures in the sky. Prepare your blueprints, gather your resources, and deliver your buildings. But the clever architect will keep a close eye on the central market! The higher the price, the greater your reward! At game's end, the wealthiest builder wins! Scheduled to ship LUM ANK210.....\$34.99



MAX 8010MEGR.....PI



O/A LET SLEEPING DRAGONS LIE

MAX 8010MLDL ..... PI

O/A JOLLY ROGER PIRATE FLAG

MAX 8010MYAR ..... PI



O/A ELEMENTAL MEDALLION RED MAX 8010MERD ......PI



O/A ELEMENTAL **MEDALLION WHITE** MAX 8010MEWT ..... PI



O/A TROUBLE AT THE TEMPLE **DRAGON INVASION** MAX 8010MTAT .....



O/A ELEMENTAL **MEDALLION 5 COLORS** MAX 8010MEL5 ..... PI



O/A UNDEFEATED! MAX 8010MWRZ.....

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# **PLAY MATS**



O/A ELEMENTAL **MEDALLION BLACK** MAX 8010MEBK......PI



O/A ELEMENTAL **MEDALLION BLUE** 

MAX 8010MEBU ......PI

# **MODIPHIUS**

# CITY OF MIST RPG

Scheduled to ship in July 2019.

# **MASTER OF CEREMONIES SCREEN**

All the rules, tips, and suggestions an MC needs handy. This three-part illustrated MC (GM) screen contains summarized rules for quick reference, status and MC moves suggestions, and narration tips for creating a captivating noir atmosphere. Exterior art by Marcin Sobon.

MUH 051757 ..... \$24.95





# **MASTER OF CEREMONIES TOOLKIT**

The Master of Ceremonies' (MC) Toolkit is designed to support City of Mist MCs in every aspect of ro support City of Mist MCs in every aspect of gamemastering. It includes step-by-step guides for creating and running your own City of Mist series, as well as ample ready-to-play content: challenges, adversaries, arch-villains, and a full case - 'Gambling With Death' - so you can start playing right off the bat.

MIH 051754 MUH 051756.....\$44.95



# **PLAYER'S GUIDE**

Hit the rainy streets of an enigmatic metropolis as a modern-day legend in search for the truth. The Player's Guide includes everything essential for players of *City of Mist*, both old and new - an introduction to the setting, tools for creating unique modern fantasy characters, the complete cinematic game rules, and a dramatic character development system. MUH 051755.....\$44.95



\* Final design pending

# **PREMIUM BOXED SET**

Hit the rainy streets of an enigmatic metropolis modern-day where incarnations of legends wield mythical powers. Investigate unsolved 'cases involving ancient myths living within ordinary city residents and confront the hidden forces pulling the strings from beyond the veil of the Mist. Make hard calls about whether to promote your inner legend or your everyday life, then suffer the consequences. And when it all falls apart, stop holding back and become the unstoppable avatar of your Mythos... Contains the Player's Guide book, The MC Toolkit Book and the MC Screen. MUH 051758 ..... \$114.95

# FALLOUT: WASTELAND WARFARE

Scheduled to ship in August 2019.



**ACK ACK, SINJIN & AVERY** 



**ASSAULTRONS & PROTECTRONS** MUH 051724.....\$39.00



**GHOULS** MUH 051729 ..... \$36.00



**NUKA GIRL** .....\$13.00 MUH 051283...



**RAIDERS CORE SET** MUH 051721 ..... \$52.99



**RAIDERS, SCAVVERS & PSYCHOS** MUH 051723 ..... \$44.99



RAIDERS WAVE EXP. CARD PACK MUH 051779 ..... \$31.99



**WASTELAND VERMIN** MUH 051730 ..... \$34.00



X01 SURVIVOR & DOGMEAT MUH 051733 ..... \$34.00

# <u>INFINITY RPG</u>



# ALEPH

Beset by an alien menace and riven with internal conflict as it is, the Human Spheres days are far from numbered, for its appointed guardian will do everything within its power to ensure that those who gave it life and continue to work alongside it are protected from the horrors without and the enemies within. Focused lifepaths that allow players to create Als that are either part of or independent from ALEPH, plus additional Lifepaths for humans and posthumans connected to the Al. Advice on running high-action Special Situations Section campaigns, plus an entire chapter dedicated to advance info war techniques. MUH 050225.....\$20.00

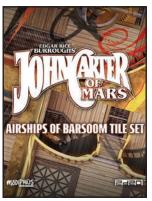


# **NOMADS**

Three gigantic motherships, one diverse Natio. A nomadic nation with one unified purpose: to stick it to the Establishment. Details on each of the motherships, from their turbulent histories and the ghosts of their pasts to the secrets of their inner workings. Focused Lifepaths that allow players to create truly unique and individual Nomad Characters, plus an additional chapter to cater for the ultimate body modifications. Additional armour, equipment and adversaries specific to the Nomads. Advice on creating Uplifts, plus an entire chapter dedicated to the virtually undefinable rating and ranking system that drives lifestyles and transactions on Bakunin-Social Energy. MUH 050222 .....\$20.00

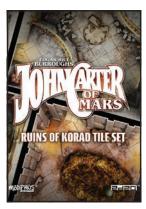
# JOHN CARTER OF MARS

Scheduled to ship in July 2019.



# **AIRSHIPS OF BARSOOM TILE SET**

Modiphius Entertainment presents the John Carter of Mars Airships of Barsoom Tile Set. You can choose between proudly flying the colors of Helium or Zodanga, as you fight for control of, and battle your foes on the decks of a mighty Martian airship. MUH 051405......\$19.95



# **RUINS OF KORAD TILE SET**

Prepare to battle dangerous creatures and uncover the hidden secrets in the once magnificent, now ruined city of Korad. Adventure and battle your foes within the ruined city to seek glory, honor or treasures lost to the ages.

MUH 051406 ......\$19.95



# **MUTANT CHRONICLES: THE SIEGE** OF THE CITADEL 2ND EDITION

One of the most awesome techno-fantasy miniatures board games of all time, Siege of the Citadel, is back with a new 2nd edition! First seen in the 90's, this new edition brings together an A-List design team led by Richard Borg and features updated and balanced rules along with 45 brand new miniatures and updated board tiles. Do you have what it takes to return to the Citadel? Scheduled to ship in September 2019.

PSW SIEGE ......\$99.99

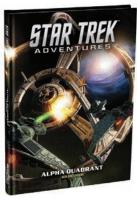






# STAR TREK ADVENTURES RPG

Scheduled to ship in August 2019.



# **ALPHA QUADRANT**



# STRANGE NEW WORLDS - MISSION COMPENDIUM VOL. 2



# **DUNGEON TILES SET I**

Build an infinite number of visually realistic dungeon maps for any of your favorite tabletop RPG games with the Dungeon Tiles Set 1 from Nord Games! Compatible with multiple RPGs, Flat and connectable, Built to last, Easy to store. Continue your quest through a beautiful tabletop dungeon that you built yourself for visual support. With the Dungeon Tiles Set 1 from Nord Games you can reuse your tiles for endless different dungeon designs and variations. Place your order today so that you can set out on your dungeon quest tomorrow.

NRG 3002 .....\$20.00



### **DUNGEON TILES SET III**

Have you been looking for that one final piece to the puzzle that will make your tabletop gaming experience more engaging and enjoyable? Have you considered the *Dungeon Tiles Set III* from Nord Games? When you have one or more Dungeon Tile sets from Nord Games you have the unique opportunity to optimize your tabletop RPG games in a way that was not once possible. Build elaborate dungeon andscapes for your campaigns and future journeys. Collect all 4 sets today! Scheduled to ship in May 2019.

NRG 3004 ......\$20.00



# GAME MASTERS TOOLBOX



# **CRITICAL FAIL DECK**

Make your failures more memorable with our *Critical Fail Deck*. Draw a card from the deck when a player or NPC rolls a 1 for additional effects and inspiration. The *Critical Fail Deck* is made with the intention to make failure a part of your tabletop RPG game that you might remember. Each card features a different outcome based on the type of attack used. Attack types like. Melee, Ranged, Natural, Magic. Make your favorite fantasy role playing game a little more interesting with the *Critical Fail Deck* from Nord Games today!

NRG 1003 .....\$15.00



### **DUNGEON TILES SET II**

Build visually accurate variations of dungeon maps for your next quest with the Dungeon Tiles Set II from Nord Games. If there is one great way to make your next tabletop RPG game experience more exciting it is to offer a visual element that was once not available of course, what we are talking about is our innovative Dungeon Tiles Set II. Do you already have set one? Great! Now use set II to make more expansive dungeon systems for both you and your other players. So what are you waiting for? Place your order for the Nord Games Dungeon Tiles Set II and get building!

NRG 3003 .....\$20.00



# **DUNGEON TILES SET IV**

Build expansive dungeon maps and game boards for all of your favorite tabletop RPG games with the *Dungeon Tiles Set IV* from Nord Games. The *Dungeon Tile Set IV* is the 4th and final Dungeon Set from Nord Games. Whether you are starting your tile collection with set IV or finishing your dungeon tile collection, this product is an excellent way to create more engaging and visually pleasing tabletop RPG campaigns. So what are you waiting for? That interactive dungeon map isnt going to create itself.

NRG 3005 .....\$20.00



## **CRITICAL HIT DECK FOR GMS**

Add some excitement to your tabletop RPG combat with our *Critical Hit Deck for Game Masters*. When your players suffer a critical hit, pull a card from the deck for additional effects. Each card features a different effect based on damage type that was inflicted. Damage Types: Slashing, Piercing, Bludgeoning, Magic.

NRG 1002 .....\$15.00



# **CRITICAL HIT DECK FOR PLAYERS**



# LUCK DECK

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5



# TREASURE DECK CR 1-4

Treasure Deck CR 1-4 is perfect for a beginning fantasy role playing game party. Beginning players can use this check to gain access to treasure items that they might not otherwise know how to, or be able to access. Items like: Wealth, Gems, Weapons, Armor, and other common magical items. Get your *Treasure Deck CR* 1-4 for tabletop RPG today!

NRG 1005 ......\$15.00



# TREASURE DECK CR 9-12

The Treasure Deck CR 9-12 once again takes things one step further by including rare-level magical items while still keeping the general theme of the decks so that they fit in well with your existing RPG materials. Sometimes instead of simply finding wealth or items, the players are rewarded with things to could be used to advance the storytelling. This deck includes: Wealth, Gems, Weapons, Armor, and other, stronger, magical items. Factors that can influence the storyline. Get yours today! NRG 1007 ......\$15.00



# TREASURE DECK CR 5-8

Treasure Deck CR 5-8 is designed for more advanced parties. This deck contains more magical items than the CR 1-4 deck, as well as more valuable loot and collections of items. This particular treasure deck is meant to further increase the variability of your tabletop RPG game making things interesting and keeping everyone on their toes. The *Treasure Deck* 5-8 Includes: Wealth, Gems, Weapons, Armor, and other, stronger, magical items. NRG 1006 ......\$15.00





# **TREASURE DECK CR 13-16**

Treasure Deck CR 13-16 includes up to very rare-level magical items and starts to get into some of the highest end loot in the game. Step your role playing games up to the next level with this incredible expansion deck making it more fun for both players and the GM. The deck includes: Wealth, Gems, Weapons, Armor, and other, stronger, magical items (up to very-rare). Factors that can influence the storyline. 



# **TREASURE DECK CR 17-20**

Treasure Deck CR 17-20 breaks into the legendary magical items and is intended for the highest level parties. These rewards are the sort of things we all seek to find in the most deadly dungeons and perilous quests and now you can find them anywhere! This deck includes: Wealth, Gems, Weapons, Armor, and other, stronger, magical items (up to legendary). Factors that can influence the storyline. Add this interesting twist to your tabletop RPG games today! NRG 1009 ...... \$15.00













# **ULTIMATE BESTIARY -REVENGE OF THE HORDE**

In the darkness, in the gaps and cracks, in the forest, in the cavern, the swamp, at the edge of the campfires dwindling glow, they dwell. This book includes: Diverse variations of classic monsters, numerous stat blocks and varying challenge ratings, rich culture and environmental details, and role-playing notes. Revenge of the Horde presents a variety of the classic monstrous races for your tabletop RPG experience, including gnolls, goblins, kobolds, orcs, and trolls, fleshing out their cultures, habits and habitats, and introducing a wealth of stat blocks to challenge your players from level one to the end of their adventuring careers. Scheduled to ship in May 2019. NRG 2001 .....\$40.00



# **ULTIMATE NPC - SKULDUGGERY**

A tool for Games Masters and Players alike, Ultimate NPCs: Skulduggery features: A full-world character collection, game backstories, character quick-reference stats, and NPC or player character options. Occupying the seedy tap-houses and criminal underbelly of civilization, you'll find a variety of thieves, assassins and mercenaries within, each with the backstory and statistics necessary to run as an NPC or player character in your favorite tabletop RPG game. So pull up a stool, try the ale (don't mind the lumps), and meet the regulars. Scheduled to ship in May 2019.

NRG 2051 .....\$40.00

Ultimate NPCs: Warfare offers: A full-world warfare

character collection, war and battle backstories, quick-

reference stats for characters, and NPC or player character options. Ultimate NPCs: Warfare is a collection of fully fleshed-out characters to populate your game world. From high command to the cooks tent, you'll find

a variety of soldiers, auxiliaries, and noncombatants

within, each with the backstory and statistics necessary to run as an NPC or player character. Product Specs: 30 finely crafted NPCs (levels 1, 4, 8, 12, 16, and 20), 180 unique characters, and compatible with 5th Edition.

NRG 2052 ......\$40.00

**ULTIMATE NPC - WARFARE** 

Scheduled to ship in May 2019.



# **WANDERING MONSTER DECK -**DUNGEON

The Wandering Monsters Deck: Dungeon (5E) is the perfect accessory to randomly generate interesting and appropriate monsters in your tabletop RPG games. This deck is meant to challenge your players and always keep things fun! This deck includes: 3-5 possible encounters in dungeons (5th Edition), adjustable encounters, appropriate challenge ratings. Liven your next fantasy role playing game experience with the Wandering Monster Deck: Dungeon (5E)! Scheduled to ship in

NRG 1010 .....\$15.00



# **WANDERING MONSTER DECK -UNDERGROUND**

Generate interesting and appropriate monsters for your tabletop RPG campaigns with the Wandering Monsters Deck: Underground (5E) expansion deck from Nord Games. This expansion deck includes: 3-5 possible, underground encounters on each card, 52 per deck, Adjustable intensity encounters, and appropriate challenge ratings. What are you waiting for? Optimize your favorite top role playing game with this exciting Monster deck. Scheduled to ship in May 2019.

NRG 1011 ......\$15.00



# **WANDERING MONSTER DECK -**WATERWAYS

The Wandering Monsters Deck: Waterways (5E) is the perfect accessory to randomly generate interesting and appropriate monsters to challenge your players and always keep things fun while playing top role playing games! This monster expansion deck includes: 3-5 possible encounters in the waterways on each card, 52 cards per deck, adjustable intensity encounters, and appropriate challenge ratings. Add exciting new monsters that you would have never thought to use before today with the Wandering Monsters Deck: Waterways (5E)! Scheduled to ship in May 2019.

NRG 1012 ......\$15.00



# **WANDERING MONSTER DECK -**WILDERLANDS

The Wandering Monsters Wilderlands (5E) is the perfect accessory to randomly generate interesting and appropriate monsters in your tabletop RPG games and to challenge your players and keep things fun! This innovative deck helps you to choose exciting monsters and adversaries. Save yourself hours of setup time and challenge your players with monsters you never thought to use! Scheduled to ship in May 2019.

NRG 1013 ......\$15.00



# **HEROES OF HIGH FANTASY: ARTIFICES OF QUARTZTOIL TOWER**

The Heroes of High Fantasy: Artifices of Quartztoil Tower includes: An exciting storyline filled with twists and turns, 3-5 sessions of playtime, compatibility with 5th Edition Dungeons & Dragons, and options for expansion pack use. Set out on 3-5 sessions of exhibitarating adventure with the Heroes of High Fantasy: Artifices of Quartztoil Tower. Known for strange creatures, mysterious magic, and the abundance of the unknown, this story campaign is sure to not disappoint. Scheduled to ship in May 2019.

NRG 2151 .....\$10.00

# **NORTH STAR GAMES**

### **DIRTY PIG**

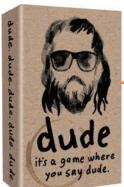
Dirty Pig is an easy-to-learn family card game. Your goal is to be the first player to dirty all of your pigs. Getting your pigs dirty may be easy enough, but keeping themdirty is more of a challenge; rain showers and pesky farmers are always at the ready to clean your pig! Seeking shelter in a barn may protect your pigs, but you never know

how long they will remain dirty. If you can keep your pigs dirty (and happy), you win! NSG 640 \$17.99



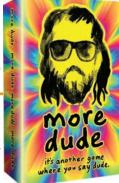
This is a game where you say dude. There's lots of different ways to say dude.

NSG 450 ...... \$12.99



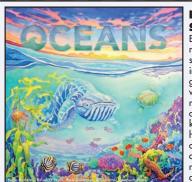
# **MORE DUDE**

This is another game where you say dude. Surfers say dude. Robots say dude. Lots of different people say dude. NSG 451 ...... \$12.99





# SPOTLIGHT ON **EVOLUTION: OCEANS** STAND-ALONE GAME



Enter a vast, underwater cosmos: a mysterious interconnected world of sharp teeth, glowing eyes, and black ink. Oceans is a 2-6 player strategy game in the Evolution game series where you create a vibrant web of marine life through millions of years of evolution. The *Evolution* games are known for vivid themes, easy rules, and hidden depth. With many thousands of play-tests, years of non-stop design, over 100 unique illustrations, and more content than we've ever put into a game before, *Oceans* is our most ambitious project to date.

**DELUXE EDITION NSG 532...** ......\$84.99 REGULAR EDITION NSG 530.....\$49.99

# **BOLT ACTION**

**BOLT ACTION: KOREA** 

turbulent period of world history.

This supplement for Bolt Action expands the rules-set from its World War Two roots to this

new, and truly modern, conflict. Bolt Action:

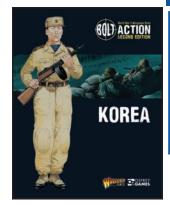
Korea contains all the rules, Theatre Lists, scenarios, and new and exciting units, never seen in Bolt Action before, to wargame this

OSP BTC029 ...... \$30.00

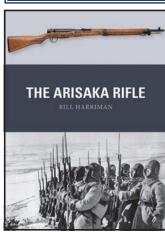
# **BOLT ACTION: CAMPAIGN -D-DAY: OVERLOAD**

From the scaling of Pointe-du-Hoc and the assault on Pegasus Bridge, to the landings on the Utah, Omaha, Gold, Juno, and Sword beaches, this new Campaign Book for *Bolt Action* allows players to take command of the Allied Forces or those of the defending Axis. Featuring new linked scenarios, rules, troop types, and Theatre Selectors, this volume provides plenty of options for both novice and veteran players looking to recreate these famous battles and begin the liberation of Europe.

OSP BTC034 ...... \$30.00



# **OSPREY PUBLISHING**



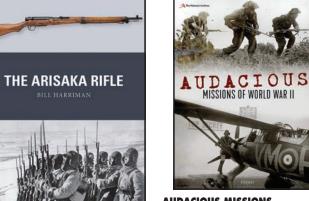
# THE ARISAKA RIFLE

in Ukraine

This study casts new light on origins, combat record, and reputation of the Arisaka bolt-action rifles used by Japanese troops during the world wars.

OSP WPN070 .....\$22.00

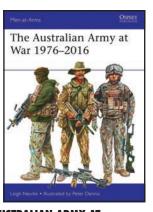
Armies of Russia's War



# **AUDACIOUS MISSIONS** OF WORLD WAR II

Winning World War II was about more than military force. It required guile, and tremendous acts of bravery by Special Forces and intelligence operatives who had the odds stacked against them. Using hundreds of documents and images from The National Archives in the UK, including some that have never been seen in print before, this book reveals some of World War II's most audacious missions.

OSP GM347 .....\$35.00



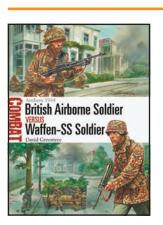
# **ARMIES OF RUSSIA'S WAR IN UKRAINE**

In February 2014, street protests in Kiev and other Ukrainian cities led to the ousting of the Russian-backed President Yanukovych. The so-called Euromaidan Revolution saw many changes to Ukraine's constitution, but the violent reaction in the east and south of the country led to armed counter-revolution, unofficially backed by Russia.

OSP ELI228 .....\$20.00

# **AUSTRALIAN ARMY AT** WAR 1976-2016

Since the end of their involvement in the Vietnam War, the Australian Army has been modernized in every respect. The book, written by an Australian author who has written extensively about modern warfare, traces the development of the Army's organization, combat uniforms, load-bearing equipment, small arms and major weapon systems using specially commissioned artwork and photographs. OSP MAA526 .....\$19.00



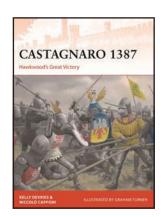
# **BRITISH AIRBORNE SOLDIER VS WAFFEN-SS SOLDIER: ARNHEM 1944**

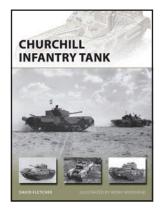
Operation Market Garden was an Allied plan to try and end the war before the end of 1944, and relied on landing airborne troops to secure bridges over the Rhine bridges in the Netherlands. Critical to this plan were the glider troops of Britain's 1st Airlanding Brigade. The troops on both sides would have their tactical flexibility and powers of endurance tested to the limit in the bitter actions that ensued. Employing first-hand accounts and drawing upon the latest research, David Greentree tells the story of the glider troops' dogged defense of the Allied perimeter at Arnhem, and the Waffen-SS forces' efforts to overcome them.

OSP CBT042 ......\$22.00

# **CASTAGNARO 1387:** HAWKWOOD'S GREAT VICTORY

The battle of Castagnaro, fought on 11 March 1387 between the Veronese and the Paduans, is one of the most famous Italian medieval conflicts in the English-speaking world. This is thanks in no small part to the exploits of the renowned English mercenary (or condottiero) captain, Sir John Hawkwood. Commanding the Paduan army, he led them to a stunning victory. OSP CAM337 ......\$24.00

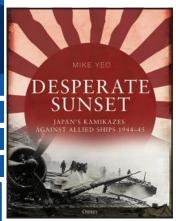




# **CHURCHILL INFANTRY TANK**

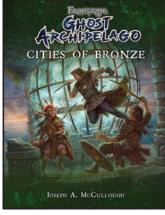
David Fletcher's history of the most important British-made tank of World War II. OSP NVG272 ......\$19.00





# **DESPERATE SUNSET: JAPAN'S** KAMIKAZES AGAINST ALLIED SHIPS 1944-45

In a last, desperate bid to stave off defeat, Japan's High Command launched the terrifying kamikaze attacks. This fully illustrated book examines Imperial Japan's last throw of the dice. Fully illustrated throughout, Desperate Sunset examines the development and evolution of the kamikaze using first-hand accounts, combat reports, and archived histories. OSP GM301 .....\$45.00



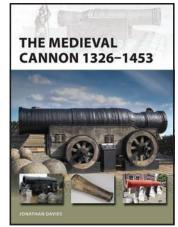
# FROSTGRAVE: GHOST **ARCHIPELAGO: CITIES OF BRONZE**

This supplement for Frostgrave: Ghost Archipelago examines the scattered realms of the Dricheans, presenting players with three new mini-campaigns featuring these bronze-armed warriors. Also included are additional rules for using Drichean Crew and Soldiers as well as guidelines for creating your own Drichean kingdoms. OSP FGVA008 .....\$25.00



# **JONATHAN STRANGE AND** MR NORELL: A BOARD GAME **OF ENGLISH MAGICK**

A 2-4 player game for natural magicians and careful readers alike, based on the cult-classic book by Susanna Clarke. Take on the role of an aspiring magician and start your journey down the path to greatness. Collect rare books, flit between social engagements, and impress your peers with feats of magic. Be careful to strike a balance between your studies and your status, for the gentleman with the thistle-down hair has plans of his own, and it will take all of your strength to stop him. OSP GAM028 ......\$50.00



# THE MEDIEVAL CANNON 1326-1453

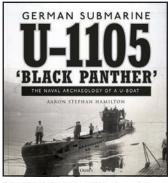
The first illustration of a cannon in Europe can be dated quite precisely to 1326. This book explores the development of gunpowder, the earliest appearance of cast-bronze cannon in Western Europe, followed by the design and development of the wrought-iron cannon. The book will focus on the technology and tactics of early European artillery on both sea and land, and assess its impact on medieval warfare. OSP NVG273 .....\$19.00



# F-80 SHOOTING STAR UNITS OF THE KOREAN WAR

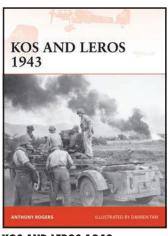
Built within a 180-day time limit in 1943, the F-80 Shooting Star first saw service in Italy in the final year of World War 2, and consequently was sent to bases in the US, consequently was sent to bases in the US, Europe and the Far East after VJ Day. It was the latter groups based in Japan that initially bore the brunt of the early fighting in Korea, engaging MiG-15s in the world's first jet-versus-jet combat.

OSP COM128 .....\$24.00



# **GERMAN SUBMARINE U-1105 BLACK PANTHER: THE NAVAL ARCHAEOLOGY OF A U-BOAT**

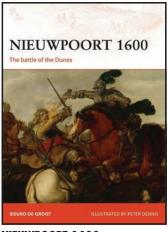
Now in its final resting place at the bottom of the Potomac River in Maryland, the U-Boat U-1105 is unique among German World War II submarines. Technologically World War II submarines. Ieciniologically innovative, it was the only U-Boat to conduct a wartime patrol while equipped with the snorkel, GHG Balkon passive sonar and a rubberized coating known as solid that a robbenzed coding shown as Alberich designed to reduce its acoustic signature and hide from Allied sonar. After the end of World War II, it was the subject of intense testing and evaluation by the Allies, before finally being sunk to the bottom of the Potomac River. OSP GM371 .....\$35.00



# **KOS AND LEROS 1943**

A highly illustrated account of the fighting on the Dodecanese in 1943 as the British sought to take advantage of the Italian armistice by opening a new front against Nazi Germany.

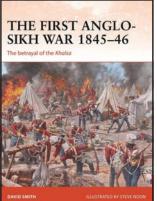
OSP CAM339 .....\$24.00



# **NIEUWPOORT 1600:** THE BATTLE OF THE DUNES

The Eighty Years' War began as a limited Dutch rebellion seeking only religious tolerance from their Spanish overlords, but it quickly escalated into one of the longest wars in European history. Spain's failed invasion of 1599 and the mutinies that followed convinced Dutch leaders that they now should go on the offensive. This campaign pitted two famous leaders' sons against each other: Maurice of Nassau and Archduke Albert VII. One led an unproven new model army, the other Spain's 'unbeatable' Tercios, each around 11,000-men strong.

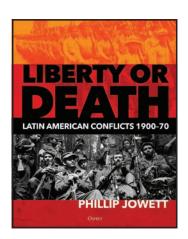
OSP CAM334 .....\$24.00



# FIRST ANGLO-SIKH WAR 1845-46: THE HUMBLING OF THE KHALSA

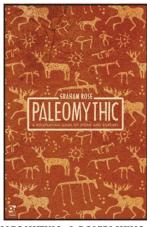
The First Anglo-Sikh War broke out due to escalating tensions between the Sikh Empire and the British East India Company in the Punjab region of India in the mid-nineteenth century. Political machinations were at the heart of the conflict, with Sikh rulers fearing the growing power of their own army, while several prominent Sikh generals actively collaborated with the East India Company.

OSP CAM338 .....\$24.00



# LIBERTY OR DEATH: LATIN **AMERICAN CONFLICTS 1900-70**

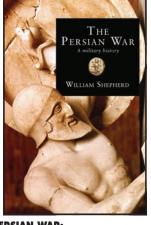
From the Banana Wars of the early 20th century through to the Football War of 1969, South and Central America has been a hotbed of revolutions, rebellions and conflicts as diverse as they are numerous. Fully illustrated with a wealth of rare photographs, this fascinating story sheds light on seven decades of a continent in conflict that is rarely covered in English. OSP GM377 .....\$40.00



# PALEOMYTHIC: A ROLEPLAYING **GAME OF STONE AND SORCERY** (HARDCOVER)

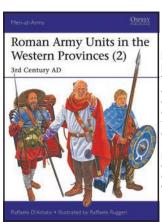
Paleomythic is a roleplaying game of grim survival and mythical adventures in the land of Ancient Mu, a harsh prehistoric world full of mysterious ruins and temples to explore, huge and terrible creatures that roam and spread fear across the land, and nefarious mystics and sorcerers who plot dark schemes from the shadows. It is a world of biting cold winters, of people hunting and foraging to survive, and tribes that wage relentless war.

OSP PRPG001 ...... .....\$31.00



# **PERSIAN WAR: A MILITARY HISTORY**

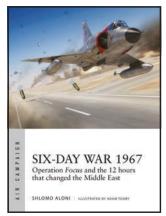
Weaving together the accounts of the ancient historian Herodotus with other ancient sources, this is the engrossing story of the triumph of Greece over the mighty Persian Empire. The victory of a few Greek city-states over the world's first superpower was an extraordinary military feat that secured the future of western civilization. OSP GM266 .....\$40.00





# **ROMANCE OF THE PERILOUS** LAND: A ROLEPLAYING GAME OF **BRITISH FOLKLORE (HARDCOVER)**

Romance of the Perilous Land is a Romance of the Perilous Land is a roleplaying game of magic and adventure set in the world of British folklore, from the stories of King Arthur to the wonderful regional tales told through this green and pleasant land. It is a world of romantic chivalry, but also of great danger, with ambitious kings, evil knights, and thieving higagals terrorising the land while greedy brigands terrorising the land, while greedy giants, malevolent sorcerers, and waterdwelling knuckers lurk in the shadows. As valiant knights, mighty barbarians, subtle cunning folk, and more, the players are heroes, roaming the land to fight evil, right wrongs, and create their own legends. OSP RPG002.....\$31.00



# SIX-DAY WAR 1967: THE **DEVASTATING FIRST STRIKES THAT WON ISRAEL AIR SUPREMACY**

The story of how the Israeli Force achieved one of the most audacious and important air power victories in history, wiping out enemy air forces more than twice its own size in a single morning.

OSP ACM010 .....\$20.00

# **ROMAN ARMY UNITS IN THE WESTERN** PROVINCES (2): 3RD CENTURY AD

The appearance of Roman soldiers in the 3rd century AD has long been a matter of debate and uncertainty, largely thanks to the collapse of central control and perpetual civil war between the assassination of Severus Alexander in 235 and the accession of the great Diocletian in 284. Fully illustrated with specially chosen colour plates, this book reveals the uniforms, equipment and deployments of Roman soldiers in the most chaotic years of the Empire.

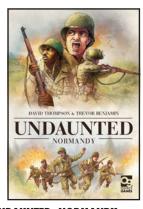
OSP MAA527 ..... \$19.00



# T-34 VS STUG III: FINLAND 1944

This fully illustrated book pits the StuG III assault gun in Finnish hands against the Soviet T-34-85 tank in the bitter armored clashes in Finland at the height of World War II.

OSP DUE096.....\$22.00



# **UNDAUNTED: NORMANDY**

June, 1944. Through the D-Day landings, the Allies have seized a foothold on the beaches of Normandy. Now you must lead your troops forward as you push deeper into France and drive the German forces back. You will face intense resistance, machine gun fire, and mortar bombardment, but a great commander can turn the situation to their advantage! OSP OSG706.....\$40.00



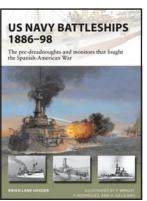
# **USAF F-105 THUNDERCHIEF** VS VPAF MIG-17: **VIETNAM 1965-68**

The F-105D Thunderchief was originally designed as a low-altitude nuclear strike aircraft, but the outbreak of the Vietnam War led to it being used instead as the USAF's primary conventional striker against the exceptionally well-defended targets in North Vietnam and Laos. F-105 crews conducted long-distance missions from bases in Thailand, refueling in flight several times and carrying heavy external bombloads. OSP DŪE095.....\$22.00



# **CONFEDERATE SHARPSHOOTER: AMERICAN CIVIL WAR 1861-65**

During the American Civil War, the Union and the Confederacy both fielded units of sharpshooters. Sometimes equipped with firearms no better than those of their infantry brethren, they fought in a manner reminiscent of Napoleonic-era light infantry. Siege warfare placed a premium on marksmanship and the sharpshooter became indispensable as they could drive artillerymen from their guns. In this study, Gary Yee, an expert in firearms of the period, assesses the role played by sharpshooters in three bloody clashes at the height of the American Civil War - the battle of Fredericksburg, the siege of Vicksburg, and the siege of Battery Wagner. OSP CBT041 .....\$22.00



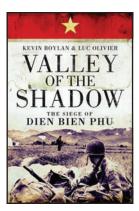
# US NAVY BATTLESHIPS 1882-98: THE PRE-DREADNOUGHTS AND **MONITORS THAT FOUGHT THE** SPANISH-AMERICAN WAR

This fully illustrated study examines the US's first six battleships, a story of political compromises, clean sheet designs, operational experience, and experimental operational experience, and experimental improvements. These ships directly inspired the creation of an embryonic American military-industrial complex, enabled a permanent outward-looking shift in American foreign policy, and laid the foundations of the modern US Navy.

OSP NVG271 ...................................\$18.00



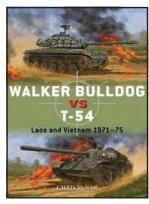




# **VALLEY OF THE SHADOW: THE** SIEGE OF DIEN BIEN PHU

Struggling to reassert control over their Indochinese colonies after World War II, the French established a huge air-land base in the valley of Dien Bien Phu. But when the opposing Vietnamese People's Army (VPA) began massing its forces against the base in late 1953, French commanders seized the opportunity to draw their elusive enemy into a decisive set-piece battle.

OSP GM287 .....\$18.00



# **WALKER BULLDOG VS T-54: LAOS AND VIETNAM 1971-75**

During the Vietnam War, both the United States and the Soviet Union supplied all manner of weapon systems to the opposing sides, including tanks and armoured vehicles. Two tanks in particular took momentary prominence in the later years of the conflict. On the South Vietnamese side, it was the US M41 Walker Bulldog; for the communist North Vietnamese, the Soviet-supplied T-54 main battle tank was the core of their armoured power.

OSP DUE094.....\$22.00



# **PATHFINDER RPG: FLIP-MAT -AMBUSH SITES MULTI-PACK**

When the heroes keep stumbling into trouble, Pathfinder Flip-Mat Multipack: Ambush Sites has you covered. Scheduled to ship in September 2019.

PZO 30101 .....\$24.99



# **PATHFINDER RPG: VILLAIN CODEX** (POCKET EDITION) (1ST EDITION)

A low-cost, smaller-dimensions edition of the fan-favorite Pathfinder RPG Villain Codex hardcover! Scheduled to ship in September 2019. PZO 1136-PE .....\$19.99

**PELGRANE PRESS** 

TARFINDER ADVENTURE PATH THE LAST REFUGE

# STARFINDER RPG: ADVENTURE PATH - ATTACK OF THE SWARM! 2 - THE LAST REFUGE

Fleeing a world consumed by the ravenous, alien Swarm, the heroes and a handful of desperate survivors limp toward the nearest colony world in a newly acquired starship. Scheduled to ship in September 2019.

PZO 7220 ......\$22.99



Whether the heroes are investigating a mysterious murder among the passengers of an interstellar cruise ship or journeying between distant ports of call on a galaxyspanning voyage, no Game Master wants to spend time drawing every stateroom and lounge. Scheduled to ship in September 2019. PZO 7315 ......\$14.99

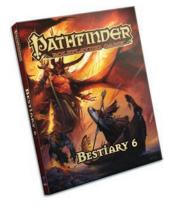


# WEAPONS OF THE US SPECIAL **OPERATIONS COMMAND**

Operations Command (SOCOM) have privileged access to the finest weaponry in the world's arsenal. Whether Army, Navy, Air Force, or Marines, the SOCOM troops select weapons that match their mission requirements, but which also sit at the cutting edge of combat technology. Assessing the technology and capabilities of these combat weapons, as well as how they have been used in modern combat, this fully illustrated study lifts the veil on some of the most distinctive hand-held weapon systems of US special operations forces since 1987

OSP WEAP069 \$22.00

# **PAIZO PUBLISHING**



# **PATHFINDER RPG: BESTIARY 6** (POCKET EDITION) (1ST EDITION)

A low-cost, smaller-dimensions edition of the popular Pathfinder RPG Bestiary 6 hardcover! Scheduled to ship in September 2019. PZO 1137-PE ......\$19.99



# **CTHULHU CONFIDENTIAL RPG: EVEN DEATH CAN DIE**

Even Death Can Die features nine twisting, turning, adventures in a world both hardboiled and cosmically horrific, for the protagonists of Cthulhu Confidential. Langston Wright is an African-American war veteran and scholar in WW2-era Washington, D.C. Vivian Sinclair is The New York Herald's most determined scoop-hound in 1930s NYC. And Dex Raymond is a hard-boiled PI with a nose for trouble in 1930s LA. Each is a lone investigator, equipped with smarts, fists, and just maybe a code of honor, uncovering the secret truths buried under the noir nightscape of hardboiled-era LA, New York, or D.C. Scheduled to ship in July 2019.

PEL GOC09.....\$49.95



# THE YELLOW KING RPG: **ABSINTHE IN CARCOSA**

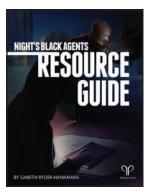
At the end of the 19th century, an American art student went to Paris, read a play called *The King in Yellow,* and lost his grip on reality. Head reeling from absinthe, bedeviled by unseen adversaries, he realized that the alien world the play described, Carcosa, had sunk its traces throughout the City of Lights. As he explored Paris in search of its decadent influence, he created a scrapbook. Yoked together from existing travelogues, newspapers, and the disquieting ephemera of the occult tradition, it laid out a skewed portrait of a haunted city. Absinthe in Carcosa is an indispensable city guide for The Yellow King Roleplaying Game. Scheduled to ship in July 2019.

PEL GY06 ......\$34.95

# **PATHFINDER RPG: PAWNS -**TYRANT'S GRASP PAWN **COLLECTION (1ST EDITION)**

Monsters, friends, and foes from the Tyrant's Grasp Adventure Path come alive on your tabletop with the Tyrant's Grasp Pawn Collection, featuring more than 100 pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Scheduled to ship in September 2019.

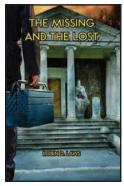
PZO 1035.....\$24.99



# **NIGHT'S BLACK AGENTS RPG: DIRECTOR'S SCREEN & RESOURCE GUIDE**

Four sturdy panels with beautiful Night's Black Agents artwork, and a 56-page Resource Guide packed full of advice for Directors! Night's Black Agents player characters are highly trained super-spies, veterans of dozens of covert operations, ready to use guile and lethal force to overcome any obstacle. Ready yourself for the inevitable conflict with our *Directors* Screen, keeping your notes and maps hidden until that final dramatic reveal. On one side, stunning artwork; on the other, vital reference tables for your eyes only. Scheduled to ship in July 2019.

PEL GN15 ......\$29.95



## THE YELLOW KING RPG: THE MISSING AND THE LOST

Imperial America has fallen. Emperor Castaigne, who ruled the nation with secret police and even more secret sorcery, has fled. The portals that connected him to his rumored source of power, the alien realm of Carcosa, have been destroyed. Now he seeks a return to civilian life. Specifically, he wants to eliminate his job. He repairs the suicide machines known as the Government Lethal Chambers. The ensuing investigation takes him on a journey through the secrets of the old regime, with fugitive war criminals, haunted hide-outs, urban firefights and dread parageometrical rituals along the way. Scheduled to ship in July 2019

PEL GY07 ......\$16.95



# THE YELLOW KING RPG: SLIPCASE SET

Four books, served up together in a beautiful slipcase and GM screen set, confront your players with an epic journey into reality horror. Players portray American art students navigating the Parisian demimonde and investigating mysteries. The Wars, an alternate reality in which the players take on the role of soldiers bogged down in the great European conflict of 1947. Aftermath, set later in the

same reality, in present day North America. This is Normal Now. In the present day we know, albeit one subtly permeated by supernatural beings and maddening reality shifts, ordinary people band together, slowly realizing that they are the key to ending a menace spanning eras and realities. Scheduled to ship in July 2019.

PEL GY01 ......\$99.95

# **PLAYROOM ENTERTAINMENT**



# **GEEK OUT! 80'S EDITION**

Geek Out! is the game of mind-altering fun that finds out once and for all which player is the most knowledgeable about their favorite 80's pop culture subjects! You don't have to be a geek (but it helps!) to win this amazing social interaction and bluffing party game of geek lists! A party of 2 or more players can join this party and each game lasts on average 30 minutes. The box comes with 70 cards, 20 tokens, and game board. Scheduled to ship in June 2019.

UPİ PLE66280 ...... PI



# **GEEK OUT! 90'S EDITION**

Geek Out! is the game of mind-altering fun that finds out once and for all which player is the most knowledgeable about their favorite 90's pop culture subjects! You don't have to be a geek (but it helps!) to win this amazing social interaction and bluffing party game of geek lists! A party of 2 or more players can join this party and each game lasts on average 30 minutes. The box comes with 70 cards, 20 tokens, and game board. Scheduled to ship in June 2019.

# UPİ PLE66290......PI

# POKÉMON USA



# **POKÉMON TCG: DETECTIVE PIKACHU ON THE CASE** FIGURE COLLECTION

Detective Pikachu has a nose for clues, for a mystery, for things other detectives might miss! Get your own sculpted Detective Pikachu figure featuring the famous Pokémon in a classic sleuthing cap, standing atop an enormous magnifying glass! This collection also includes a roundup of promo cards featuring the famous detective and friends, in addition to a trio of special Detective Pikachu booster packs to crack opensee whatother Pokémon you can find! PUI 80636......PI



TRADING CARD GAME

# **POKÉMON TCG: RESHIRAM** & CHARIZARD-GX FIGURE COLLECTION

Big attacks and a major figure are exactly what you expect for these two impressive Pokémon! Expand your collection with a foil version of this Tag Team, ready to fire up the Flare Strike and Double Blaze-GX attacksand an oversize Reshiram & Charizard-GX card suitable for display. Keep the fires burning hot with Reshiram and Charizard!

PUI 80393......PI



# **POKÉMON TCG: SUN & MOON UNIFIED MINDS BOOSTER DISPLAY (36)**

To stay on top, your team must work as one! New Tag Team Pokémon-GX battle in flawless harmonyin the *Pokémon TCG: Sun & Moon Unified Minds* expansion, including Mewtwo & Mew-GX, Rowlet & Alolan Exeggutor-GX, Espeon & Deoxys-GX, Garchomp & Giratina-GX, Umbreon & Darkrai-GX, and more! True teammates take aim at a single goalfind your perfect partners in the Sun & Moon Unified Minds expansion! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

# **POKÉMON TCG: SUN & MOON UNIFIED MINDS BUILD & BATTLE BOX DISPLAY (6)**

This Build & Battle Box includes a 23card Evolution pack (which contains 1 of 4 exclusive foil promo cards) and 4 booster packs from Sun & Moon Unified Minds. You'll use these cards, along with basic Energy (not included), to build a 40-card deck. Inside this Build & Battle Box, you'll find A 23-card Evolution pack, including 1 of 4 including 1 of 4 unique foil promo cards and 4 Pokémon TCG: Sun & Moon Unified Minds. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 80585-D'......PI

# POKÉMON TCG: SUN & MOON UNIFIED MINDS ELITE TRAINER BOX

The Pokémon TCG: Sun & Moon Unified Minds Elite Trainer Box includes: 8 Pokémon TCG: Sun & Moon Unified Minds booster packs, 65 card sleeves featuring Mewtwo & Mew, 45 Pokémon TCG Energy cards, A players guide to the Sun & Moon Unified Minds expansion, 6 damage-counter dice, 1 competition-legal coin-flip die, 2 acrylic condition markers and 1 acrylic TAGTEAM GX marker and a collectors box to hold everything, with 4 dividers to keep it organized!

PUI 80584......PI

# **POKÉMON TCG: SUN & MOON UNIFIED MINDS**

To stay on top, your team must work as one! New Tag Team Pokémon-GX battle in flawless harmony in the Pokémon TCG: Sun & Moon Unified Minds expansion, including Mewtwo & Mew-GX, Rowlet & Alolan Exeggutor-GX, Espeon & Deoxys-GX, Garchomp & Giratina-GX, Umbreon & Darkrai-GX, and more! True teammates take aim at a single goal — find your perfect partners in the Sun & Moon Unified Minds expansion! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

THEME DECK DISPLAY (8) 

PUI 80570.....





# **PRIVATEER PRESS**

# <u>MONSTERPOCALYPSE</u> Scheduled to ship in August 2019.



**UBER CORP INTERNATIONAL CARNITRONS AND ROBO BRONTOX UNIT** (RESIN AND WHITE METAL) PIP 51062 PI



**UBER CORP INTERNATIONAL** CYBER KHAN MONSTER (RESIN AND WHITE METAL) PIP 51061 ......



**UBER CORP INTERNATIONAL** SHINOBOTS, SHINOBOT GUNNER, AND UCI JET UNIT (RESIN AND WHITE METAL) PIP 51063 ......PI

# **RIOT QUEST**

Scheduled to ship in August 2019.



**RIOT QUEST STARTER BOX (MIXED)** 

The once-great Iron Kingdoms are now a pile of smoldering ruins. But theres treasure everywhereif youve got the gumption to fight for it! Youll need a crackerjack crew, gobs of gear, and lots of love for the chaos of battle if youre going to score the best leftover loot in the land. But watch out! Its every human, dwarf, elf, and goblin for themselves in this outrageous quest for bodacious booty! Scheduled to ship in August 2019.

PIP 63001 .....\$49.99



J.A.I.M.S GUARD (WHITE METAL) PIP 63005 ......\$14.99

# <u>WARMACHINE</u>

Scheduled to ship in August 2019.



INFERNALS DESOLATOR HEAVY HORROR (RESIN AND WHITE METAL) PIP 38009 ......\$39.99



INFERNALS FOREBODER LESSER HORROR (2) (WHITE METAL) PIP 38011 .....\$15.99



**INFERNALS OMODAMOS** THE BLACK GATE MASTER (RESIN AND WHITE METAL)



INFERNALS SHRIEKER LIGHT **HORROR (WHITE METAL)** PIP 38012 ......\$13.99



**INFERNALS TORMENTOR HEAVY HORROR (RESIN** AND WHITE METAL)

PIP 38008 ......\$39.99



**MERCENARIES BUCCANEER LIGHT WARJACK (RESIN** AND WHITE METAL)

PIP 41 160 ......\$23.99







**RUNEQUEST DICE SET RED/GOLD** Scheduled to ship in September 2019. QWS SRQU53 ......\$17.00

**PATHFINDER IRONFANG** INVASION DICE SET (7) QWS SPAT87 .....\$13.00

CLASSIC RUNIC DICE SETS (7) Scheduled to ship in September 2019.



**PURPLE & WHITE** QWS SCLR2B ......\$7.00

**BEIGE & BLUE** QWS SCLR1Z.....\$7.00



**BLACK & GREEN** 

QWS SCLR21 ..... \$7.00



QWS SCLR06 ..... \$7.00



**BLUE & RED** QWS SCLR2D.....\$7.00



**BLUE & YELLOW** 

QWS SCLR2E .....\$7.00



**GLACIER & BLACK** 

QWS SCLR2C.....\$7.00



GLACIER & PINK

QWS SCLR2G .....\$7.00



**GLACIER & WHITE** 

QWS SCLR1R .....\$7.00

**GREEN & YELLOW** 

QWS SCLR2F .....\$7.00



PURPLE & GREEN

QWS SCLR76.....\$7.00



QWS SCLR93......\$7.00

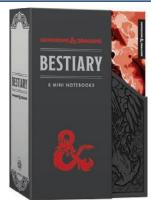


RED & BLUE QWS SCLR2A	.\$7.00
RED & YELLOW QWS SCLR23	.\$7.00



**WHITE & RED (7)**QWS SCLR26.....\$7.00

# **RANDOM HOUSE**



# DUNGEONS & DRAGONS: THE BESTIARY NOTEBOOK SET

This boxed set of 8 pocket-size notebooks pays homage to some of *Dungeons & Dragons* most beloved beasts and creatures. Each notebook cover features a different monster in a new, modern design, while the interior includes a brief history of each creature. Handpicked to include a mix of fearsome creations and fan favorites, *Dungeons & Dragons Bestiary Notebook Set* is a must-have collector's item for any *D&D* fan. Scheduled to ship in October 2019.

RHP 653.....\$19.99



# DUNGEONS & DRAGONS: THE BOOK OF HOLDING

Richly packaged and highly customizable, this blank journal is a must-have keepsake for Dungeons & Dragons fans of all levels. Each section of the journal is filled with gridded pages and includes five pieces of interstitial artwork as well as a back pocket for storing character sheets and notes. Whether you're a die-hard dungeon master looking to plot your next campaign, or a part-time player wanting to represent your favorite game, this journal is the ultimate companion to any D&D or RPG lover's quest. Scheduled to ship in October 2019.

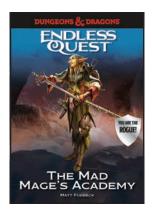
RHP 615.....\$19.99



# DUNGEONS & DRAGONS RPG: AN ENDLESS QUEST ADVENTURE -ESCAPE FROM CASTLE RAVENLOFT (HARDCOVER)

You have entered the mist-shrouded realm of Ravenloft, where you attract the attention of Count Strahd, who decides to make you one of his vampire spawn. After awakening to find yourself alone within the walls of Castle Ravenloft, you must figure out how to escape the vampire lords Gothic lair before you are doomed to become his slave for all time. Keep your wits about you, cleric. Scheduled to ship in September 2019.

RHP 228.....\$16.99



# DUNGEONS & DRAGONS RPG: AN ENDLESS QUEST ADVENTURE - THE MAD MAGE'S ACADEMY (HARDCOVER)

You have been tasked with stealing the spell book of Halaster Blackcloak, the mad mage who controls the halls of Undermountain. The book is secreted away inside the halls of a magic academy, so you must navigate your way in by posing as a new student. But you need to move quickly in order to locate the spell book, steal it, and get away without being caught by the mad mage himself. Scheduled to ship in September 2019.

# DUNGEONS BRAGONS

# DUNGEONS & DRAGONS RPG: A YOUNG ADVENTURER'S GUIDE - DUNGEONS AND TOMBS (HARDCOVER)

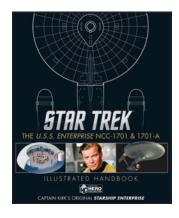
In this illustrated guide for new players, you'll be transported to the mystical and magical worlds of *Dungeons & Dragons* and given a one-of-a-kind course on the dungeons and deathtraps for which the game (and all its iterations) is known. Featuring maps, cutaway illustrations, and fun insights that show would-be adventurers how to travel and survive in these fantastical settings, along with original illustrations and archival images, the book shines a spotlight down the dark, foreboding corners of the most infamous locations in the worlds of *D&D*. Scheduled to ship in October 2019.

RHP 449.....\$12.99

# DUNGEONS & DRAGONS RPG: A YOUNG ADVENTURER'S GUIDE - WIZARDS AND SPELLS (HARDCOVER)

In this illustrated guide for new players, you'll be transported to the mystic and magical worlds of *Dungeons & Dragons* and given a one-of-a-kind course on the wizards, sorcerers, and other magic-makers for which the game (and all of its iterations) is known. Featuring direct and entertaining explanations of how spells are created and used in game, along with original illustrations and archival images of the game's essential magical characters, this book shines a spotlight on the mystical side of *D&D*. Scheduled to ship in October 2019.

RHP 463.....\$12.99



# STAR TREK: THE U.S.S. ENTERPRISE NCC-1701 ILLUSTRATED HANDBOOK PLUS COLLECTIBLE

Captain Kirk's Original Starship Enterprise! Lavishly illustrated with detailed technical information, this second volume in the Illustrated Handbook series features Captain James T. Kirk's Enterprise from both TV series and the first six movies. Packaged with die-cast model of the movie version of the U.S.S. Enterprise A. Scheduled to ship in October 2019.

RHP 779.....\$49.95

GIM











# TEENS IN SPACE (RGS07220)

- · Venture into the cosmos with your crewmates in your very own spaceship!
- · Build your character by choosing from a variety of space age tropes and species!
- Customize your spaceship and then take it out for a spin!
- Powered by the Kids on Bikes system!

MSRP: \$24.99 Designer: John Gilmore and Doug Levandowsk

Cover Artist: Heather Vaughani

August Release!





# ARTSEE (RGS02023)

- · Earn Prestige by curating your very own art gallery!
- Attract visitors with your collection to earn the right to display prominent works.
- · Keep a close eye on competing galleries who will try to outshine your collection!

MSRP: \$30 Ages: 12+ 2-5 Players 30 Min

September Release!



# **BARGAIN QUEST (RGS00855)**

- · Take on the role of Shopkeeper in an RPG Town plagued by monsters!
- Draft item cards to stock your shelves!
- · Attract the wealthiest heroes to your shop to make the most profit!

MSRP: \$40 Ages: 8+ 2-6 Players 30-60 Min

Available Now!

# **CLANK!** A DECK-BUILDING ADVENTURE (RGS00552)

- · Sneak into an angry dragon's mountain lair to steal precious artifacts!
- Delve deeper to find more valuable loot!
- Acquire cards for your deck and watch your thievish abilities grow!

MSRP: \$60 1-4 Players 60 Min Ages: 13+

Available Now!









# ICARUS (RGS02035)

- · A GM-less collaborative storytelling game about how great civilizations fall
- · World building in a box. An excellent pairing with other tabletop role playing games.

2-5 Players

90 Min

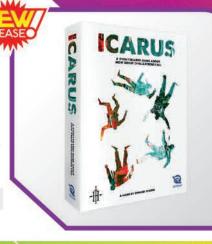
- · Stack your failures with this beautiful set of custom dice.
- · Once the dice tower falls, so does your civilization!

• Office the dice tower falls, so does your civilization

Ages: 8+

September Release!

**MSRP: \$35** 





# **BUBBLE TEA** (RGS00821)

- · Kawaii cats and bubble tea ingredients mix it up in this game
- Become a bubble tea master by fulfilling customer orders
- · Comes with thematic dice shaker and 2 play modes to shake up the fun

MSRP: \$20 Ages: 8+ 1-5 Players 20 Min

**Available Now!** 

# THE FOX IN THE FOREST (RGS00574)

- · Familiar trick-taking mechanics with unique character powers.
- · Compact size is perfect for travel.
- · Don't be too greedy! More tricks won't always win the game!

MSRP: \$15 Ages: 10+ 2 Players 30 Min

Available Now!

# Cox in Forest by Jacket Beryel

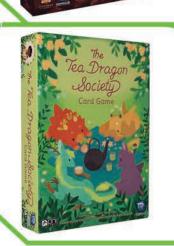
# THE TEA DRAGON SOCIETY CARD GAME (RGS00811)

- · Based on the Oni Press graphic novel by Katie O'Neill.
- · Beautifully illustrated with cute little dragons.
- · Light card game with some deck building concepts.

MSRP: \$20 Ages: 10+ 2-4 Players 30-60 Min

Available Now!









68

# **SLUGFEST GAMES**



# **RED DRAGON INN: SMORGASBOX**

This expansion has a little something for everyone who loves The Red Dragon Inn! Roxana, Adventurous Chef Shes the head chef at The Red Dragon Inn, and she is no stranger to experimentation in the kitchen, preparing such ambitious dishes as Spatchcocked Cockatrice and Fire Salamander Flambé! As Roxana plays cards, she gathers ingredients that she can use to cookpowerful recipes, adding them to her hand. Otto, our Mechanical Friend The Smorgasbox includes four new factions for Otto, plus everythingyou need to play a game with Otto. *The Smorgasbox* also includes a rebooted version of this product, complete with redrawn cards and five new games! Scheduled to ship in August 2019. SFG 032 ......\$44.95

# **SQUARE ENIX**



# FINAL FANTASY TRADING CARD GAME: OPUS IX BOOSTER DISPLAY (36) - LORDS & CHAOS

The Final Fantasy franchise features some of the most iconic Boss characters in video game history, and many of them will be found in our newest set, Opus IX: Lords & Chaos. The villains powerful abilities and summons will help you dominate your opponents. It should help not only strengthen existing decks, but even bring about new strategies centered around these imposing presences. The set will feature a full art Buy-A-Box promo featuring *Final Fantasy XIV* antagonist, Nael van Darnus. However, for the first time, there will also be 16 full art cards so collectors can enjoy the entire art piece. SQE 82657 ..... PI



# **FINAL FANTASY TRADING** CARD GAME: WRAITH VS. **KNIGHT TWO-PLAYER** STARTER SET DISPLAY (4)

From the Final Fantasy franchise comes the second 2-player starter deck! This deck includes powerful new cards exclusive to this starter that can be enjoyed by beginners as well as seasoned players. Each Starter Set includes one (1) Full Art version of each of the five different Legend cards in these decks. This is the first time Full Art versions of these five cards have ever been available! Begin your Final Fantasy Trading Card Game adventure with one of our Starter Sets! SQE 82748 ..... PI

# TASTY MINSTREL

# **OFFERED AGAIN**



# O/A DOWNFALL: UPSIZED MAP PACK

The apocalypse is not a small thing. Included in this box are larger terrain tiles for use with your copy of *Downfall*. When playing a 5 or 6 player game, they can take up over 36 inches squared of table space, so make sure youve got a table big enough to handle the collapse of civilzation!

TTT 1027.....\$24.95



# O/A HARBOUR: HIGH TIDE EXPANSION

What do you get for the Merchant Fleet who has everything? Maybe a smaller fleet to help? Filled with new buildings, and a new ship Card Type to spice up your Harbour experience.

TTT 3002EX1 ......\$9.95

# THAMES & KOSMOS

# **SPOTLIGHT**

# **EXIT: THE HAUNTED ROLLER COASTER**

Dark corridors, terrifying shrieks, bonechilling monsters - sounds like a lot of fun, right? At least that's what you thought when you decided to take a ride on the haunted roller coaster at the amusement park. But suddenly you are amusement park. But suadenly you are stuck in a really freaky place. The ride's gates are locked tight in front of and behind you. You stumble upon a strange riddle. Can you summon up all your courage to solve the riddles and escape the haunted roller coaster? Scheduled to ship in September 2019.

TAK 697907.....\$14.95



# TYTO GAMES

# **OFFERED AGAIN**



# **O/A ELEMENTOS**

Master the elements, be quick and wise, emerge victorious, or meet your demise! *Elementos* takes the concept of the cycle of the three elements overcoming each other and applies that to three of the five earth elements for a an intriguing, head-to-head challenge. Command Fire, Wood, and Water to overcome your opponent and triumph in this 2-player strategy game!

TTG TGBG0001 ......\$19.99

# **ULISSES-SPIELE**

# <u>TORG ETERNITY RPG</u>

Scheduled to ship in July 2019.

# **CRACKING TALES OF THE NILES - NOVEL**

The Nile Empire is a realm of thrilling heroics, dastardly villains, and the heightened action and drama of pulp serials! It's ruled by Pharaoh Mobius, or Doctor Mobius to those who knew him as a master villain in his home cosm of Terra. His empire now reaches to Earth, where he rules from Egypt to the Congo. Masked heroes rise to battle the villain, free Core Earth from Mobius grip, and prevent him from attaining the ultimate power of becoming Torg! ULI UNA10056.....\$15.99





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www.solarflaregames.com

The ROBOTECH Masters vs.
The Army of the Southern Cross
A Tabletop Game











The Nile Empire is ruled by High Lord Mobius and his legions of lackeys. It has taken over much of Africa and is encroaching into the Middle-East. Where the Nile Empire dominates, weird science, fantastic magic, and miracles of the Egyptian gods are all available to villains and heroes alike! When the Empire takes control, technology and attitudes shift towards those of the thrilling tales from the Thirties. Hidden in tombs and pyramids across the conquered lands, artifacts from a different history appear, and Mobius wants these relics at all costs. Don a mask, fuel your rocket pack, and join the chase to stop Mobius and rescue the innocents caught in the crossfire!

ULI UNA 10049.....\$24.99



# **NILE EMPIRE**

The Nile Empire is ruled by High Lord Mobius and his legions of lackeys. It has taken over much of Africa and is encroaching into the Middle-East. Where the Nile Empire dominates, weird science, fantastic magic, and miracles of the Egyptian gods are all available to villains and heroes alike! When the Empire takes control, technology and attitudes shift towards those of the thrilling tales from the Thirties. Hidden in tombs and pyramids across the conquered lands, artifacts from a different history appear, and Mobius wants these relics at all costs. Don a mask, fuel your rocket pack, and join the chase to stop Mobius and rescue the innocents caught in the crossfire!

ULI UNA10045.....\$39.99



# **NILE EMPIRE GM PACK**

A dry-erase map of the Nile Empire shows all the invasion zones across Africa and allows the adventurers to find or remove stelae and change the course of their worlds war! Threat cards have one side that faces the players and includes the defense numbers they need to calculate their own attacks and simply tell the GM the result of a test. The other side has the special abilities and attacks the GM needs without needing to check a book. Threat blips are sturdy tokens that match the monsters and foes encountered within the game, and are great for tactical combat or for tracking the number of foes and their conditions, even without using a map.

ULI UNA10060.....\$19.99



# **NILE EMPIRE MAP PACK 1**

This high-quality, double sided map brings the Nile Empire into focus on your table. On one side is the Cairo Market, with cluttered streets for chases and rooftops perfect for vigilantes to swing from. Great for battles in any city in the empire! On the reverse side is the Cairo Nightclub. This classy joint is a perfect hideout for gangsters, and features plenty of cover for a rip-roaring firefight. It also includes a portion of the street outside for drive-by shootings and car chases!

ULI UNĀ10050.....\$14.99



# THE FIRES OF RA

THE FIRES OF R

The Fires of Ra is a massive adventure suitable for several months of gaming Mobius isnt the only one with dastardly plans. Battle a bevy of bad guys on the way to an aerial showdown. Can you stop the Fires of Ra from burning entire cities into ash? INSIDE YOU'LL FIND: A massive Seven Act extended adventure that crosses the different regions of the Nile Empire. Stop the Nile Empire from expanding its borders — or fall to its flying super weapon. New foes to face and vehicles

ULI UNA 10047.....\$29.99



# **NILE EMPIRE BOOSTER DECK**

This booster deck adds specialized cards for the Nile Empire. A re-themed 40 card Drama Deck features unique special effects each round, all of them designed to accentuate the pulp thrills and action of the realm. Ten new Cosm cards increase the variety of effects, adding surprise and mystery. Finally, five new cards are added to the Drama Deck, bringing back some old favorites and adding completely new options to the mix.

ULI UNA10052.....\$14.99

**NILE EMPIRE DICE TRAY** 

ULI UNA10057.....\$14.99



# NILE EMPIRE GM SCREEN

This screen contains three panels with the most common tables and modifiers a GM may need when running Torg Eternity within the Nile Empire. The cosms Axioms and World Laws appear on the front. Inside are 16 full-color archetypes and their character sheets, ready for action at a moment's notice! Characters include the Rocket Ranger, a Terran with a bevy of weird science gizmos, the Pulp Sorcerer, the Vengeful Vigilante, and more!



# **NILE EMPIRE POSSIBILITY TOKENS**



Contains 20 individual Nile Empire Possibility Tokens for use with TORG Eternity Roleplaying Game. ULI UNA10048.....\$19.99



Nile Empire Map Pack 2 This high-quality, double sided map brings the Nile Empire into focus on your table. On one side is the Movie Studio, featuring a protective wall and several buildings that work just as well for a base or a lair, and of course a convenient water tower to swing from! On the reverse side is the Egyptian Ruins. The crumbled sandstone pillars and temples make an exciting battleground with different opportunities for flanking and cover. A sandstone cliff dominates one side of the map for extra danger. Highly useful for any foray into the Nile Empire! ULI UNA10051.....\$14.99

# **NILE EMPIRE MINIONS OF MOBIUS TOKENS**

Nile Empire Minions of Mobius is a collection of high quality acrylic tokens containing 25mm to 50mm double sided character blips of the villains of the *Nile* Empire. The collection contains 22 tokens in all which will have a respected place in every TORG Eternity RPG game for those who want to play their game in style.

ULI UNA 100 53 ...... \$12.99

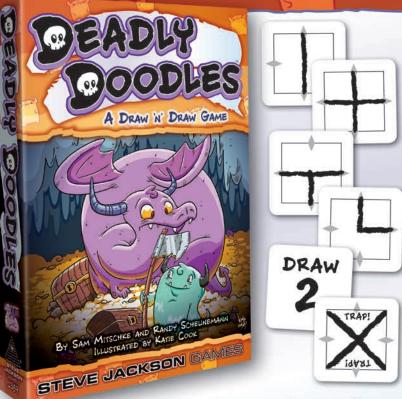
# **NILE EMPIRE PULP HEROES & VILLAINS TOKENS**

Nile Empire Pulp Heroes & Villains is a collection of high quality acrylic tokens containing 25mm double sided character blips of the villains and heroes of the Nile Empire. The collection contains 26 tokens in all which will have a respected place in every TORG Eternity RPG game for those who want to play their game in style. ULI UNA 100 54 ...... \$12.99

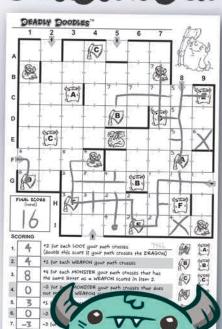


THE FIRES OF RA SOUNDTRACK ULI UNA10059.....\$19.99

# A DRAW N' DRAW GAME



## Coming in August!



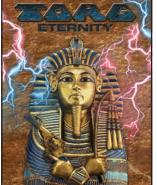
Collect loot and weapons!

Fight monsters . . . or run away screaming! Can you defeat the dragon for the big score? Pre-Order at your FLGS Today!









**RUINS OF THE LIVING LAND** 

Ruins of the Living Land offers a deeper look into the crumbling cities inside Baruk Kaahs savage realm. Explore the remnants of the old world seeking danger, treasure, or the strange societies forming within! Inside youll find: New Perks for Storm Knights. A detailed look at three major cities: Atlanta, New York, and Washington D.C. New foes to battle and Eternity Shards to discover! This game requires the Torg Eternity core rules and Drama Deck to play.

ULI UNA10058.....\$12.99

## **NILE EMPIRE SARCOPHAGUS BOX - REGULAR**

Every product for the Torg Eternity Nile Empire in an awesome box! ULI UNA10055.....\$199.99

Ruins of the Living La





UPI 18003.....PI



**ORHOV** 

UPI 18007......PI



**GOLGARI** UPI 18004.....PI



**RAKDOS** 

UPI 18008......PI



**ULTRA PRO INTERNATIONAL** 



## **MAGIC THE GATHERING: COMMANDER**

Scheduled to ship in August 2019. 100+ DECK BOX V1 2019 UPI 18135. 100+ DECK BOX V2 2019 UPI 18136.....PI 100+ DECK BOX V3 2019 UPI 18137......PI 100+ DECK BOX V4 2019 UPI 18138......PI **PLAY MAT V1 2019** UPI 18139.....PI **PLAY MAT V2 2019** UPI 18140.....PI **PLAY MAT V3 2019** UPI 18141......PI PLAY MAT V4 2019 UPI 18142... STANDARD DECK PROTECTORS V2 2019 (100) UPI 18132.....PI STANDARD DECK PROTECTORS V3 2019 (100) UPI 18133......PI STANDARD DECK PROTECTORS V4 2019 (100) UPI 18134.......PI



**GRUUL** UPI 18005......PI

IZZET



**SELESNYA** UPI 18009..

SIMIC

UPI 18010......PI

## MAGIC THE GATHERING: GUILDS OF RAVNICA ALCOVE DECK BOXES

**BOROS** 



**AZORIUS** UPI 18001......PI



UPI 18002......PI

## PERSONA 5: THE ANIMATION DECK Scheduled to ship in July 2019.



UPI 18006.....PI

**DECK PROTECTOR SLEEVES -CHIBI MIKOTO** UPI 85874.....PI



**DECK PROTECTOR SLEEVES -**THE PHANTOM THIEVES UPI 85875......PI





## **DECK PROTECTOR SLEEVES -**MORGANA (65)

UPI 85876.....PI



PRO 100+ DECK BOX -**MORGANA** 

UPI 85954..... PI



PRO 100+ DECK BOX -THE PHANTOM THIEVES

UPI 85955......PI



## TOPLOADER: 3" X 4" **GOLD FOIL MIXED TITLE (25)**

Scheduled to ship in June 2019. UPI 15168......PI

## **UPPER DECK**



COURT OF THE DEAD,

Scheduled to ship in August 2019.

USO HB121527 ......PI

**MOURNERS CALL** 

## **VS SYSTEM 2PCG: MARVEL CHILDREN OF** THE ATOM - RESISTANCE

As the Dark Reign spreads its oppression across the land, recruit powerful allies into your deck like Archangel, Gambit and Rogue. Stand with the Resistance! Scheduled to ship in June 2019. UDC 91525.....PI

## **USAOPOLY**



## **DISNEY GEEK OUT** Scheduled to ship in August 2019.

USO GO004000 ......PI



## **DISNEY KINGDOM HEARTS TALISMAN**

Introducing Talisman: Kingdom Hearts Edition, The OPs licensed version of the critically-acclaimed adventure hobby game, which combines the beloved Disney and Square Enix collaboration with Games Workshop's time-honored board game mechanic. Available in North America and Europe later this year, players will assume the role of their favorite animated heroes from beginning to center of a new challenge! USAopoly products must be sold in your brick & mortar store, or through a website you own. USAopoly products cannot be sold on Amazon, or any other third party website Scheduled to ship in September 2019. USO TS004635 .....PI



## **DUCKTAILS MUNCHKIN**

Scheduled to ship in August 2019. USO MU004577 ......PI



## **HARRY POTTER DEATH EATERS RISING**

Scheduled to ship in August 2019. USO DC010634......PI



## IT EVIL BELOW

Work together as seven members of The Losers' Club to traverse the neighborhood, overcome looming threats, and use unique abilities to keep Pennywise from claiming another victim. If even one player loses, Pennywise wins. Scheduled to ship in August 2019. USO HB010546 ......PI



## **RICK AND MORTY CHESS**

Scheduled to ship in September 2019. USO CH085434.....

### THE SIMPSONS MONOPOLY

Scheduled to ship in August 2019. USO MN006025.....



## **TOY STORY CHESS**

Scheduled to ship in July 2019. USO CH004169 ......PI



## **TOY STORY OBSTACLES & ADVENTURES: A COOPERATIVE DECK BUILDING GAME**

Scheduled to ship in August 2019. USO DB004578 ......PI

## **WARLORD GAMES**

## **BLACK POWDER**

## **CRIMEAN WAR -BRITISH HUSSARS**

WLG 302213803.....PI

**CRIMEAN WAR - BRITISH LANCERS** WLG 302213804......PI

### **CRIMEAN WAR - BRITISH LINE** INFANTRY REGIMENT

WLG 302213807......PI

## **CRIMEAN WAR - BRITISH ROYAL HORSE ARTILLERY** WITH 9-PDR CANNON

WLG 303013817.....

## CRIMEAN WAR - RUSSIAN **FOOT ARTILLERY WITH 12-PDR CANNON** WLG 303013815......PI

CRIMEAN WAR - RUSSIAN FOOT

**ARTILLERY WITH 6-PDR CANNON** WLG 303013814......PI

CRIMEAN WAR - RUSSIAN FOOT ARTILLERY WITH 9-PDR CANNON WLG 303013816......PI

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## **BLOOD RED SKIES**

## **SOVIET IL-2 STURMOVIK** SQUADRON

WLG 772211009......PI

SOVIET LAVOCHKIN LA-5 ACE -IVAN KOZHEDUB

## **SOVIET LAVOCHKIN LA-5 SQUADRON**

WLG 772211010......PI

**SOVIET RED ARMY AIR FORCE EXPANSION PACK** 

WLG 772211011 ......PI WLG 779512004 ......PI

## **BOLT ACTION**



## **BRITISH BRITISH ARMY** SUPPORT GROUP

BOLT ACTION

WLG 402211011.....PI



## **GERMAN WAFFEN SS** SUPPORT GROUP

WLG 402212107.....PI



## **US AIRBORNE SUPPORT** GROUP (1944-45)

WLG 402212106......PI WLG 402213105......PI

## **KONFLIKT 47**

## **GERMAN NACHTALBEN SQUAD**

**GERMAN FALLSCHIRMJAGER** 

SUPPORT GROUP

WLG 452210205......PI WLG 999010002......PI

**CAVALRY BASES PACK** 

## **INFANTRY BASES PACK**

WLG 999010001 ......PI

## **SPQR**



## **CAESARS LEGIONS - HEROES**

WLG 152211001 ......PI

## **CAESARS LEGIONS - LEGIONARIES** WLG 152211003......PI

CAESARS LEGIONS -

## ROMAN CAVALRY

WLG 152211002.....PI

## **CAESARS LEGIONS -**SCORPION TEAM

WLG 152211004......PI STARTER SET

## **GAUL - HEROES**

WLG 152214001 ......PI

## GAUL - HORSEMEN

WLG 152214006.....PI

## **GAUL - SKYCLAD WARRIORS** WLG 152214002.....PI

## **GAUL - TRIBESMAN SLINGERS**

WLG 152214004......PI

### RULFROOK

WLG 151010001 ...... PI

WLG 151510001 ..... PI

## **WEIRD GIRAFFE GAMES**



### STELLAR LEAP

Stellar Leap is a space exploration game for 1-5 players with worker placement, variable player powers, and a strategic twist on dice rolling in about an hour. Based on who is playing, Stellar Leap can be semi-cooperative, really aggressive, or somewhere in between. Choose your player or somewhere in between. Choose your player power and hidden trait to help support your specific strategy, designate which planets and asteroids to place where they'll benefit you the most, and choose when the game ends by either causing events to trigger or avoiding them. Scheduled to ship in September 2019.

GIR 02000 .....\$49.00

## **STELLAR LEAP: FRONTIERS**

Stellar Leap: Frontiers is an expansion to Stellar Leap. It adds new focused planets, diverse Asteroids, Events, Traits, and a new type of card: Solar System Completion Bonuses to increase the variability of every aspect of Stellar Leap. Scheduled to ship in September 2019.

GIR 02001 ...... \$12.00



## **WIZARDS OF THE COAST**



## MAGIC THE GATHERING CCG: SIGNATURE SPELLBOOK - GIDEON

The product contains eight cards, plus one bonus foil, all featuring the powerful planeswalker Gideon Jura. With first-time foils, amazing new art, and alternate frames, its a collectors dream.

WOC C59190000......PI

## WIZKIDS/NECA



## **DUNGEONS & DRAGONS** NOLZUR'S MARVELOUS **UNPAINTED MINIATURES:** W9 KRAKEN

Dungeons & Dragons Nolzurs Marvelous Miniatures come with highly detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting. The Kraken Set includes: Gargantuan Kraken, 6 Tentacles, Rowboat, and a Treasure Chest. Scheduled to ship in

WZK 73774 ...... \$34.99



## **WWE DICE MASTERS: BITTER** RIVALS TEAM PACK

The WWE Dice Masters: Bitter Rivals Team Pack features some of the most recognizable rivalries from WWE, like Trish vs Lita, Stone Cold vs The Rock, and Kane vs Undertaker! The WWE Dice Masters: Bitter Rivals Team Pack will let players put their favorite rivals head to head or have them join forces! The WWE Dice Masters: Bitter Rivals Team Pack is pertect for the *Dice Masters* veteran or someone looking to jump into the game fresh! A Team Pack can be paired with any Campaign Box to give a player everything they need to build a highly focused team for thematic play! Scheduled to ship in August 2019. perfect for the Dice Masters veteran or

WZK 73770.....\$12.99

## **WWE DICE MASTERS: CAMPAIGN BOX**

WWE Dice Masters brings your favorite Legends to the tabletop, whether you're a fan of 'Macho Man' Randy Savage or Bret 'Hit Man' Hart there's something here for you. Not only are Legends like Bret Hart included, but so are the Superstars of today like Becky Lynch, Asuka, AJ Styles, and Shinsuke Nakamura! Featuring more than a dozen characters (and their dice!), the WWE Dice Masters: Campaign Box will be sure to deliver an epic experience! A Campaign Box is fixed content in a large box, and has everything 2 players need to start playing Dice Masters like Sidekick Dice, Basic Action Dice, rules, and Dice Bags. Scheduled to ship in August 2019. WZK 73768 .....\$39.99

## **WWE DICE MASTERS: TAG TEAMS TEAM PACK**

The WWE Dice Masters: Tag Teams Team Pack will leave your opponents wanting to tag-out! The WWE Dice Masters: Tag Teams Team Pack features some of the most recognizable Tag Teams from WWE, like nWo, The Shield, and The New Day! The WWE Dice Masters: Tag Teams Team Pack will let players put their favorite Tag Teams head to head or have them join forces! A Team Pack can be paired with any Campaign Box to give a player everything they need to build a highly focused team for thematic play! Scheduled to ship in August 2019.

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TEN THUNDERS SHADOW FATE









## **CARDFIGHT VANGUARD TCG:** MY GLORIOUS JUSTICE EXTRA

Aqua Force, Dimension Police and Granblue are featured in this Extra Booster for the first time this year. Decks from each of the clans featured can be constructed with just this product. Also featuring cards that strengthen Trial Deck Leon Soryu and Extra Booster Champions of the Asia Circuit. A total of 8 reissue trigger units from Aqua Force, Dimension Police and Granblue are included too.

**BAYOU LUCKY FATE** 

WYR 23624 .....\$40.00



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**DEAD MAN'S HAND** 

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## **NEVERBORN FACTION PACK**

WYR 23005 .....\$20.00



CARRION FATE



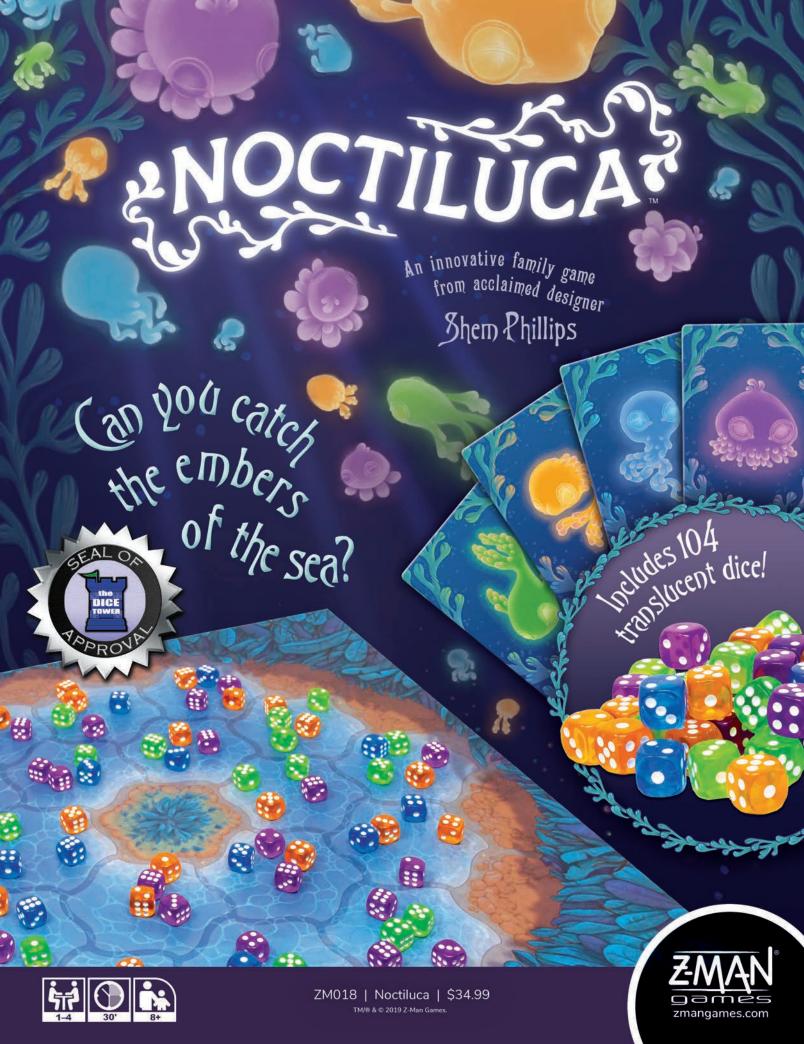
TEN THUNDERS YOUKO CORE BOX WYR 23701 .....\$45.00

## YY CARD WORLD



## **BOOSTER DISPLAY (12)**

YCW VGEVEB08 ..... PI





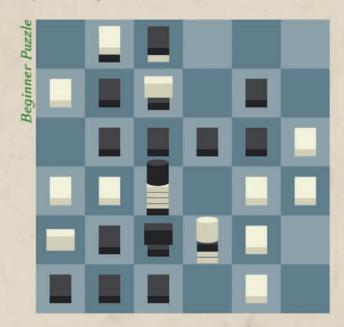


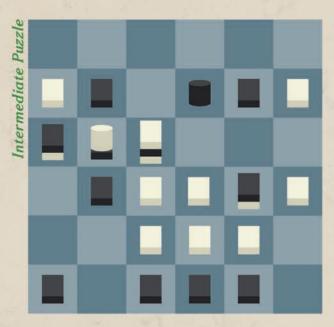


## Presented by the US Tak Association: Monthly Tak Puzzles

Last month, we began to show some of the depth of Tak by exploring secondary win conditions. To truly understand how deep this game is, the variety of board sizes must also be examined. So far, our puzzles have been on 5x5 boards. While this size is very common for casual play, there are multiple other sizes that are played on. From 3x3, all the way to 8x8, there is a Tak board size for every occasion and taste.

This month, we will feature two 6x6 Tinue puzzles. This board size is currently favored for tournaments, due to the balanced complexity and play time. "Tinue" is a board state in which no matter what move your opponent makes, you will form a road. It's similar to checkmate in chess. Below are two puzzles. In the beginner puzzle, it is Black's turn, and Tinue can be reached in three moves. In the intermediate puzzle, it is White's turn, and Tinue can be reached in five turns. The actual win would occur two moves after Tinue (one for your opponent's unsuccessful defense and one for you to complete the win.)





Solutions will appear in next month's Game Trade Magazine. In the meantime, visit *USTak.org* for more puzzles, information about *Tak* strategy and the opportunity to connect with other *Tak* enthusiasts! You can also register for special *Tak* tournaments at Gen Con 2019; get your event tickets while they're still available!

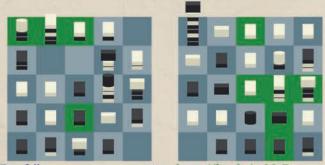
## About Tak: A Beautiful Game

Tak was first conceptualized by Patrick Rothfuss in his bestselling novel *The Wise Man's Fear*. With the help of renowned game designer James Ernest, *Tak* has been brought to life an elegant two-player game reminiscent of classics like Go and mancala. To learn more about *Tak*, visit your friendly local game store or *jamesernest.com/tak*.





## June Beginner Solution June Intermediate Solution



For full move sequences, visit <a href="http://bit.ly/2JJsPzr">http://bit.ly/2JJsPzr</a> (beginner) and <a href="http://bit.ly/2LFytF7">http://bit.ly/2LFytF7</a> (intermediate).





**Rebirth** is a new evolution of the **DC Deck-Building Game**, breaking fresh ground by adding linked Campaign Scenarios, character progression, and movement between iconic locations from the DC Universe!

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- Play Cooperatively, Competitively, or Solo!



MSRP **\$45** Release Date **Q3 2019** 

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## Digging Deeper Into the Shadows

SHADOWRUN RPG: SPRAWL OPS BOARD GAME

CAT 77700.....\$49.99 |

Available July 2019!

So, you've got a few runs under your belt, you consider yourself a veteran of the shadows, and maybe you even thought about taking on a megacorp. But that's a big job. You came here to know how to get in and more importantly, get out. Preferably without wracking up a giant DocWagon debt. I can help.

If you're reading this article, hopefully you know about *Shadowrun Sprawl Ops*. The game combines worker-placement with press-your-luck dice rolling to set players on the path to assembling a top-notch runner team and making a big score.

Let's jump right in and talk about math. At its core, Sprawl Ops is a game about probability. It's not possible to win the game without rolling dice. Heck, attempting the end goal itself means

rolling dice!

Because of this, everything comes down to maximizing your odds. First, let's point out there are two successes and one failure on every die.

Successes are twice as likely as failures. And since any successes can cancel any failures, that means it is always to your advantage to bring as many dice as possible. I've seen a lot of players hold back their Face character—their specialist in negotiation and leadership—on missions because they believe there's "no value" in using their single Face die. I've even heard players concerned their Face might get injured, so why risk them?

Well, it comes back to those two important facts I brought up. Bringing your Face along might mean they get injured.

This is true. But they're twice as likely to save someone else from getting an injury. Mathematically, it's always to your benefit to bring that Face along. Now, if you can get them an additional Face die, then they have a chance to get a wild card — two hits of the same type — which is flexible and makes them even more valuable!



Speaking of increasing your odds, you should have one very solid goal for your first turn (definitely no later than your second turn): getting five dice of one type. The most common ways to do this are with Street Samurai or Decker dice. You start the game with two of these dice, so you only need to gain three more. Then again, depending on who you grab as your fourth runner, they might have two or three Rigger or two Mage dice which would let you use one of those dice types as your target, but it will be more difficult. The reason why hitting five dice is important is that if you have five, you can choose to set two aside before you roll and those count as one success and one neutral.



Finally, let's talk about that final mission. In order to have a decent chance of completing it, you want to look at each of the stages. Find the highest

number of dice for each type for each stage. For example, if you look at Kidnap an Evo Clone, the highest number of dice for each type on any stage are: 2 Street Samurai, 4 Mage, and 4 Rigger. This is actually one of the easier final missions when you know this trick. In order to have a reasonable chance of success, the needed successes are the minimum number of dice you should have. Which means Kidnap an Eco Clone is less demanding than Hit an Ares Convoy, where you need at least 8 Street Samurai, 6 Rigger, and 2 Decker dice.

of your actions.

And if you're a little bit short of dice, then you can always visit the Catalyst HQ spot. This alternate location lets you purchase additional dice for a one-time shot at a mission or the final mission. And armed with this mathematical knowledge, you now know exactly how many dice you'd need to purchase!

Good luck and keep running!

Dylan Birtolo is an author, game designer, and professional swordswinger. He loves creating stories for Shadowrun and has written several pieces of fiction set in that world. Shadowrun: Sprawl Ops is his first big box boardgame, but more will be forthcoming soon from Lynnvander Game Studios.



Assemble buildings of matching colors with common features to earn the most points. But work quickly, the citizen who would earn you the most points for that building might be taken by a competitor!

# AEG.

## PART OF AEG'S BIG GAME NIGHT 2019!

## HIGHLIGHTS

- 2-4 Players
- Minute Setup Time
- 20-40 Minute Playtime

## CONTENTS

- 72 Floor cards
- 26 Character cards
- 8 Scaffold cards
  - 18 Coins
- 16 Bonus Tokens

## • 1 Starting Player Token

- 1 Score Pad
- 1 Rulebook
- 1 Mini Expansion









## HORRORINGAS



PETERSEN GAMES

## **CTHULHU WARS: CORE GAME**

## PTG CWCG ...... \$199.00 |

**Available Now!** 

2015 Petersen Games published the game Cthulhu Wars, which included 72 plastic figures, all in 28mm scale. Since then we have produced dozens of expansions and supplements, almost all of which feature additional plastic figures in that scale.



Eventually, we realized that we accumulated the most complete

range of Lovecraft's Cthulhu Mythos figures ever made, ranging from obscure entities such as Eihort and Ghatanothoa to better-known creatures such as Shoggoths and the King in Yellow. Many, if not most, of these figures have never been seen before as figurines.

In league with Chaosium, Petersen Games is now releasing these figures in blister packs as an official Call of Cthulhu figure line. Now, role players of all types can acquire these figures separately. Or really, anyone who has need of some fungous horror in their games.

## **CREATING LOVECRAFT'S UNIVERSE**

I am of course an obsessed fan of Lovecraft's work, and so even small details of the figures were scrutinized to ensure their successful creation. For example, look at this starspawn figure:



You can see that the creature tails off into a rather grub-like stump, and that its brain-case is open, as though its head is not yet complete. The idea here is not that this is a "small Cthulhu", but that this is a larval Cthulhu, which will someday perhaps grow up into a Cthulhu a terrifying thought.

In another example, these Undead are not zombies, but are covered in mummy-like wrappings.



These wrappings not only give the undead a more ancient, occult feel, but also echo the tattered ribbons that cloak the King in Yellow figure, a possible origin for these undead horrors.

In yet another case that of the Deep Ones, I took care to have these creatures be portrayed as quadrupeds. Lovecraft specifically states in his texts that the Deep Ones are largely quadrupedal, yet they are almost never portrayed in this way. I wanted to be the first.

Some creatures from the Lovecraft universe are notoriously difficult to portray.

One example is Ramsey Campbell's Daoloth entity, which is described as a mass of rods and spheres, yet with an impression of peeping eyes between the elements.

We created Daoloth as a twisted mass of rods, but when viewed from one specific direction, it can be perceived as an eye.



Lately we have started to also produce figures of the Elder Gods - a pantheon apparently at least in part opposed to the Great Old Ones. Our first was Nodens, who is an ancient Celtic God also known as Nuada. Lovecraft describes him as riding in a seashell, but I didn't want this being to just look like some beardo in a chariot.

So, drawing up on his description as an "Elder God," he is mummified and sere, hooded, and creepy, but without tentacles, which are the hallmark of the Great Old Ones, his rivals. Instead of a normal seashell, he is emerging from a gigantic extinct ammonite.



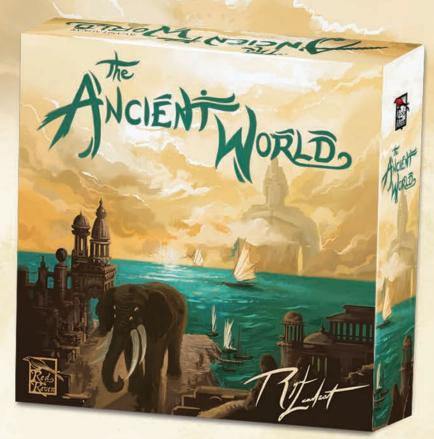
Because Nodens in Celtic myth is described as having an artificial silver hand, I gave Nodens a technological weapon as one of his hands, perhaps some kind of energy weapon or sensor. This also helps differentiate it from the Great Old Ones, which are wholly biological. I intend to continue this art style for future Elder Gods.

But, of course no one has to know the backstory of a particular figure to find it useful in a tabletop game, or to enjoy painting it.

Sandy got his start in the game industry at Chaosium in 1980, working on tabletop roleplaying games. His best-known work from that time is the cult game Call of Cthulhu, which has been translated into many languages and is still played worldwide. In 2013 he founded Petersen Games which has released a series of highly successful boardgame projects, including The Gods War,

Evil High Priest, and the much-admired Cthulhu Wars.













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WORLD FORGOTTEN
BY TIME, ENORMOUS
TITANS TERRORIZE
THE LAND.

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Available June 2019









## **ELEMENTOS**



- Perfect For Travel
- Teaches Kids Light Strategy
- Simplistic Perishable Design

## **ELEMENTOS**

TTG TGBG0001 ...... \$19.99

Available Now!

## **NATURAL FUN**

ELEMENTOS is a fast-paced strategy board game for two. The idea behind **ELEMENTOS** is simple. We play in a world of 3 fundamental earth elements: Fire; Water; Tree. The 3 different elements complete a life cycle; fire takes tree, tree takes water, and water takes fire; the elements create a comfy state of equilib-

rium, but not so fast, beware, each game piece is actually a two-faced element, flipping it reveals a different element known only to their master.

This secretive element of the game not only calls for strategic thinking and planning but also adds an intriguing and fun element to the game while allowing players to control the level of play making ELEMENTOS a great strategy game teaching and learning tool.

Carefully designed from perishable materials it is a perfect game for kids and adults alike.

## **GAME BASICS**

**ELEMENTOS** is a head to head battle of wits where each opponent commands nine double sided natural element tokens, their mission is to carry the sacred wand to the opponent's side of the board without being taken away by a stronger element. Command your elements and triumph.

ELEMENTOS comes in a wooden clam shell box perfect for taking along on a picnic, day trip and even to school.



The game's high re-playability is a result of both the fact that each game setup can be different as well as the secret/trapping element of the game. The latter doesn't only add an extra layer of intrigue to the game resulting in a real head to head challenge when playing an adult, but it is also what allows adults to control the level of intensity when playing children thus allowing them to grow into the game and slowly increase the difficulty level. This gradual learning process builds confidence, increases engagement and promotes a positive learning atmosphere.

## **NATURALLY LIKEABLE**

ELEMENTOS is slowly maturing in the gaming market. It enjoys peak seasonal sales and has been selling out year to year, back to back since its debut in 2016. ELEMENTOS has been a favorite by many parents, educators, therapists and what seems like a special favorite, holiday gifting grandparents. It has everything you'd want to pass on to the next generation packed in a nifty carrying case that packs a naturally great game.

Sharon Katz is the Designer of ELEMENTOS and Tyto Games' CEO. He is an accredited landscape architect. Nickname: Handsome





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## HUNTING DOWN

ROB BURMAN FROM MANTIC GAMES TALKS ABOUT THE UPCOMING HELLBOY: THE BOARD GAME EXPANSION, THE WILD HUN

## HELLBOY: THE BOARD GAME - THE WILD HUNT EXPANSION

### MGE MGHB102...... \$74.99 Available September, 2019!

The idea behind Hellboy: The Board Game was to take inspiration from the iconic tales of folklore and myth by the visionary Mike Mignola. We always intended to work - very loosely - through the graphic novels, starting with Seed of Destruction (which introduced the world to Hellboy) before moving through the others.

This means the core game and each expansion is inspired by the adventures of Hellboy and the B.P.R.D. in each graphic novel. Of course, we couldn't recreate the tales exactly, but designers James and Sophie worked very hard to ensure each of the missions recreates the key beats of each story. Whether that's a climactic battle against Rasputin or the appearance of a giant Mexican wrestling bat, fans of the comics will recognise their favourite moments.

And so far — judging by the reviews and comments from people that have played - James and Sophie hit the nail on the head. It's always tough to bring a licensed property to the tabletop. After all, a lot of longtime fans will have their own ideas about how the game should play and how their favourite character would behave. But we spent

months researching and reading the source material to make sure the scenarios and playable characters were as close to the comics as possible.



With the core game and four expansions, including Conqueror Worm and Darkness Calls, already under their belt, James and Sophie were still brimming with ideas for more expansions. After Darkness Calls, the next graphic novel is The Wild Hunt, which directly continues the storyline and explains more about Hellboy's murky past. It also introduces some awesome enemies, like giants, the mysterious members of The Wild Hunt and goblins... so who wouldn't want an opportunity to bring those to the tabletop?

What's more, The Wild Hunt was the very loose inspiration for the recent Hellboy film. Although we started speaking to Dark Horse about the board game long before the movie was announced, it was exciting to see The Wild Hunt mentioned in the run-up. So, with a cinema release on the horizon, it was another great reason to create a new expansion.

**GOING IT ALONE** 

The slight problem with stories like Darkness Calls and The Wild Hunt is that by this stage in the storyline, Hellboy has left the B.P.R.D. and is going it alone. Hellboy: The Board Game is primarily a four-player game, so this gave us a bit of a design challenge - after all, we couldn't suddenly switch the game to solo play. Thankfully, Dark Horse and Mike Mignola were happy for us to have a little creative freedom with the expansions, so we were able to bring in well-known characters like Abe Sapien and Liz Sherman, who didn't originally appear in the comics.

On the plus side, we were able to bring in different Back-up Agents. Unlike playable Agents, players can bring in Back-up Agents when they're in a spot of bother. In the Core Game, players have access to other B.P.R.D. members, like Sidney Leach and Kate Corrigan. With Darkness Calls and The



Wild Hunt we were able to add a giant wolf and Alice Monaghan, respectively. Alice, in particular, is great addition to the team. She plays a very important part in the Hellboy storyline and we thought it was important to bring her to the tabletop. Unlike the movie, in which she's a high-kicking fighter with the ability to punch spirits, we wanted to keep Alice closer to the

source material. Alice is able to help players gather more vital clues to solve the mission and find special equipment that's previously been discarded. Back-up Agents are a great way to bring in supporting characters from the comics.

Sometimes a character may only appear in one or two panels but have a big impact on the story.

With Back-Up Agents we're able to bring them into Hellboy: The Board Game but don't have to worry about creating a playable character with special abilities and skills. We're intending to bring more Back-Up Agents into the game via retail exclusives and special releases so stay tuned for more info on those. Likewise, we have a similar concept for enemies. If you've read the Hellboy comics, you'll know that he encounters

a wide variety of unusual beasts and monsters – sometimes completely at random. With this in mind, James and Sophie made the Unexpected Threat cards. These are added to the Deck of Doom and will randomly spawn stronger enemies, like Baba Yaga or Iron Shoes.

The Wild Hunt is going to be a great addition to the Hellboy line-up and we're excited about the launch later this year. Of course, this won't be the last Hellboy product we have up our sleeve, so keep your eye on GTM for more news!

Rob Burman is the Online Marketing Manager for Mantic Games. He can regularly be seen trying (and failing) to lead goblins into battle.

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## CRAFTING THE MECHANICS GODSFORGE

8008

ORG



some card effects that can

target anyone (or everyone)

so you don't get stuck with

one player in a considerable

lead. This makes Godsforge

more fun for new players,

too. Finally, cards with destroy

effects typically happen at the

end of the round. If you are

eliminated from the game

before that, the effect does

not happen. This helps prevent

players eliminating another

## **GODSFORGE**

## ATG 1410 ......\$34.95

### Available Now!

Godsforge is a fast and fun fantasy battle card game. You roll dice to summon elements that craft mighty Creations and powerful Spells. To win, you must beat the micro game of dice rolling to play your cards, while balancing the macro game to defeat your opponents. Godsforge has similarities to other fantasy battle games, but its smart combination of mechanics make this game a unique multiplayer experience.

## SIMULTANEOUS PLAY

No player likes waiting for their turn, so my first priority with Godsforge was to make play simultaneous. The game has a rock-paperscissors dynamic so you have to guess what your opponents' next play will be, while choosing yours at the same time. As an advanced strategy once you know all the cards in the deck, you can look at what your opponents have rolled and guess what card they might play.

## MITIGATING LUCK AND **INPUT RANDOMNESS**

Randomness often irritates players. In Godsforge, I prevent that by allowing you to manipulate the roll so you're not stuck with what you get. I also wanted to make modifying your rolls easy. Thus came the creation of the Veilstone, the game resource that allows you to add or subtract one to any of your dice rolls.

The more Veilstones you have, the easier it is to play your cards or gain more powerful effects. Even without Veilstones, the math of Godsforge is designed so you will almost always have a card to play, unless you have

several high-cost or Veilstone-requiring cards in your hand.





player as a grudge.

This mechanic puts players on an even playing field throughout the game, and also makes setup fast. It is different from games where you construct your deck and often have a large advantage or disadvantage before the game even starts.

## THE DECK IS FINE-TUNED

With Godsforge we were strict about how the deck was built. We avoided cards with total board resets to ensure the game comes to a close in a reasonable time. We also made the deck only 52 cards to ensure the right concentration of the various card types:

Creations: Attack, Defense, Veilstone Building

Spells: Creation Destroying, Big Damage, Defense, Board Manipulation

To get good at Godsforge, it is helpful to know all of the cards and their effects. Keeping the card count low reduces the overload of information for new players. With a smaller deck, you have a better chance of getting the right mix of cards, instead of a clump of similar types.

More importantly, the game is made of cards that are better for the early, mid, or late game. Because players often discard late-game cards early on, the deck gets concentrated with good late-game cards at the end of the game, ensuring a fast and dramatic ending.

## REDUCED TEXT

Not exactly a mechanic, but we only included cards with limited text. This gives the art center stage.

## **FAST COMBAT**

Finally, I wanted to mention combat. Combat is simple and goes quickly even with four players. The biggest choices are deciding to spend Veilstones or sacrificing Creations for bigger effects. Perhaps in an expansion we'll add some more crunch.

## People die, okay? What's that? KIND

You don't like being out while your friends go on to play for TWO MORE HOURS!? Oh yeah, I hate that too, so we created some mechanics to make player elimination work. The first is having everyone attack the player to their left. This ensures

PLAYER ELIMINATION,

MINUS THE BAD STUFF

This game is a big mage battle.

people can't gang up on one player. Everyone whittles each other's health down at a similar pace. Then, after the first player is eliminated, all players take an additional seven damage to speed up the end game. Third, we

kept the game to 20-40 minutes in order to keep down time short.

## LIMITING KINGMAKING

Kingmaking is a game situation where a player who can't win chooses a different winner by hurting the other players or boosting up the player of their choice. It makes everyone mad, so we did our best to eliminate it from Godsforge.

I talked already a bit on how players only attack the player on their left. That is a good start to limiting Kingmaking. We also included Brendan Stern is an award-winning director, animator, and web designer. In his free time he loves studying game design, board games, Al, user experience design, and spending time with friends and family.













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## SHADOWRUN

CATALYST

## Between a Corp and a Hard Place, Part 2



## SHADOWRUN RPG: 6TH EDITION CORE RULEBOOK

CAT 28000......\$49.99 | Available June 2019!

Hoi Chummers, welcome to part two of "Between a Corp and a Hard Place", an original serial story set in the newly-revised Shadowrun RPG! For more data on the upcoming *Shadowrun Sixth Edition*, check out the *Shadowrun Beginner's Box*, available now!

Miyuzaki stared at Theo Haskins. How had the kid found him? It shouldn't have been possible. He watched Theo's avatar morphed between a silver blob and what he actually looked like: medium tall with moss green skin and dark brown hair — cut in a popular asymmetrical style. The teenager's clothing was a non-descript afterthought.

"What's wrong with your avatar?" Miyuzaki asked.

Theo glanced down at himself. "New to this. Haven't settled on a look yet."

The wrongness of the job and this kid smacked him hard. In meat-space, Miyuzaki's hackles rose and he almost said, "That's not how avatars work." Instead, he nodded. "Chill. Wasn't looking for you in particular. I was looking for successful orks in my area. I kinda wanted to see how the other half lived. You want me to help you settle on an avatar form? I'm pretty good at it." He ruffled his fur to show how he'd animated it to move as if there were a wind around him.

"It's not all it's cracked up to be." Theo peered at him. "I like the fur. Who are you?"

"I'm Miyuzaki. What do you want your avatar to look like? It seems like you want to be Katkey from Malicious Intent 2."

"Yes! All silver metal. But not Katkey. Anonymous."

Miyuzaki quirked a smile. "If you want to be anonymous, you probably don't want to have your SIN on full display."

Theo frowned. "Oh — that's in my AR glasses and my commlink. I didn't know they came with me. Gotta remember that."

In a blink, the corporate system identification number and associated ID disappeared. In its place was just the name "Theobromian." Miyuzaki walked around Theo's still morphing avatar, probing at it. All identifying information was gone. He filed the avatar name away for future research when he was in a much more secure place. Most people tried to keep the same avatar name wherever they went online.

"Show me how to program my avatar?"

"Sure," Miyuzaki said, realization growing. He thought he understood why this extraction paid so well. Seeing how the kid coded and compiled programs would confirm his theory. Probably. "Let's go someplace more private. I've got a secured workroom. Follow me."

Theo nodded, then followed Miyuzaki down the rabbit hole shortcut he had cued up for quick exits.

#

Miyuzaki came out of his VR session to find Lantana and Jannat watching him. "What?"

"You were sweating. You only do that when things get touch-and-go," Lantana said. "We were waiting to see if we needed to hit your emergency switch or heal you."

Jannat handed him a can of Stuffer Shack brand tea. "You found somethina."

"Yeah." He popped the can tab and felt the metal warm in his

90

hands. When he was sure he wouldn't burn himself, he drank. Warmth poured through him. It felt good. "I found out what's wrong with the run...and the target found me."

Neither woman spoke, but both shifted from worried to wary. Lantana glanced over her shoulder at the security screens. Jannat

circled her hand in a "get on with it" gesture.

"One," he held up a finger, "the extraction is for the kid of one of the richest orks in Seattle. Two," he held up a second finger, "the kid knows about me. He found me when I sent out a ping looking for his Matrix activity. Three," he held out his thumb, "I'm pretty sure Theo Haskins is a burgeoning technomancer."

"Oh, drekballs," Lantana muttered.

Jannat *hmph*ed. "Technomancer. Interesting. I know about them, but I've never met one. They don't need a commlink to access the Matrix. It's literally all in their heads."

"Yeah, and I'm pretty sure Mr. Johnson's client is a corp looking to experiment on him. Only the fact that his dad is the "King of Garbage" in the city, damn rich, and has decent security has kept them from just grabbing him outright. At least, that's my guess. He's also homeschooled."

Jannat grimaced. "Got any good news?"

"Yeah. He's young, dumb, inexperienced, and a teenager. I've got an idea."

"Let's hear it." Lantana stood and began to pace, her steps echoing against the building's high ceiling.

Miyuzaki shrugged. "I'm gonna invite him out to party."

"A jabber?"

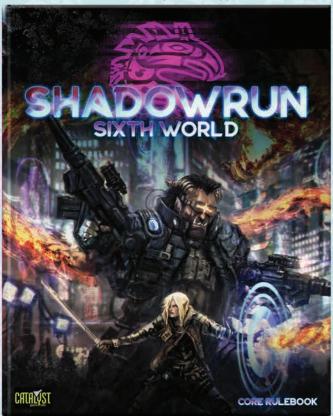
"Exactly. But first, we gotta figure out where the next one is."

Jannat stood and patted her pockets. "Not a bad idea. While we're out I'll get some slap-patches and such for the run."

The ork stretched before standing. "And food. Grey decker needs food badly."

As the three of them converged on the exit, the perimeter alarm sounded three sharp tones indicating someone was at the front door.

Lantana pulled two Ares Predator pistols from the small of her back. Jannat stepped back behind the elf, hands raised and glowing with a spell ready. Miyuzaki pulled an Ares Light Fire pistol from his waist. The trio waited for something else to happen.





The front door opened and a tall human woman in an expensive business suit walked in. "Good evening, Lantana, Jannat, and Miyuzaki. You may call me Miss Johnson. My client has an offer for the three of you. One I know you'll want to hear." The woman kept her hands at her sides and waited. She looked unarmed, but looks often lied.

A quick glance told Miyuzaki that the woman had her AR ID locked down. There was something in her pocket that had the name "Miss Johnson" and a commlink number attached. Between the two was a

twisting, writhing Celtic knot. Simple and direct.

"Who the hell are you?" Lantana didn't lower her pistols.

The woman arched an elegant eyebrow. "As I already stated, I am Miss Johnson with an offer for the three of you."

Jannat dropped her hands and shifted from behind Lantana until she stood between her teammates. "We're listening." Her words made Lantana lower one gun and move away. At the same time, Miyuzaki moved in the opposite direction to spread them out — a tactic to keep all of them from being hit by a single area spell.

Miss Johnson watched until the three of them had settled. Then she focused on Jannat. "My client is aware of the job you've been contracted to do. Once you complete the first part — and we have every confidence that you will — we would like you to consider delivering the package to us instead of your original client."

Miyuzaki caught the woman's glance at him on the word "confidence." He made a note to scrub his programs and deck for spyware. Probably not necessary. They probably had Theo under surveillance, and the kid was too new to his own skills to notice.

Jannat crossed her arms. "That's a good way to get a bad rep in this business."

"Lie to them. Tell them someone got to the target before you did. You seem like an eloquent woman. I'm sure you can convince them."

Jannat glanced a query at Lantana and Miyuzaki.

The ork gauged his teammates' temperaments. Both were game. Adaptation was part of a life running the shadows. He half-shrugged at her silent question.

Jannat raised her chin. "Alright, what's the offer?"

Jennifer Brozek is a wordslinger and optimist, an author and an editor, and a collector of antique occult literature. She believes the best thing about being a full-time freelance publishing industry professional is the fact that she gets to choose which sixty hours of the week she works. Visit her at jenniferbrozek.com



GTM JULY 2019 91



Welcome to the latest "episode" of Painting Happy Lil Minis in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional

technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page — Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice and their own style to the table.

## PREPARING YOUR PLASTIC MINIS

Most miniatures that you can buy today — either for miniatures wargames, for roleplaying games, or as part of spectacular boardgames — are made of either a variation of PVC or polystyrene plastic (sometimes referred to as HIPS or high-impact polystyrene).

PVC miniatures come in all shapes and sizes. Sometimes they are single-piece miniatures, and sometimes they are multipiece models, like the Rebel Trooper from Star Wars: Legion (top right), and then there are times when the manfacturer uses a mix of PVC miniatures with stronger (less flexible) polystyrene parts AND assembles them for you, like this Tully Sworn Shield from A Song of Ice and Fire.

Polystyrene miniatures are typically multi-part models that are provided on frames (known as sprues). These typically require considerably more assembly than PVC models, but usually have a wider variety of posing options. Games Workshop has created a vast range of detailed polystyrene miniatures, like the Cawdor gangers (shown opposite) from Necromunda.

While PVC and polystyrene models have some differences in their manufacture and results, they share the fact that they are produced in an injection molding process, where two halves of a mold are brought together and hot plastic is injected into the cavities. This process can leave a thin bead of plastic around the join of the two mold halves. This bead is known as a mold line, and to properly prepare your miniatures, these should be removed. Mold lines can be carefully scraped or carved using a sharp hobby knife, or filed flat using fine hobby files.









Polystyrene miniatures are almost always found on frames. This example frame has parts to build five Cawdor Gangers, including various heads and weapon options to create a lot of variety.



The first step is to carefully clip your parts from the frame using a pair of side cutters or clippers.



Make sure you have all the parts you need to assemble your miniature.



Carefully remove any mold lines and the excess plastic from the connection points, using a hobby knife or hobby file.



Use polystyrene cement to glue your parts together.



Your plastic miniatures are now ready for priming and painting!

## **BUT WHICH GLUE DO I USE?**

For assembling your polystyrene minis you can use polystyrene cement, also known as plastic glue. This glue essentially melts the surface of the plastic and welds to the two polystyrene parts together firmly.

Plastic glue, however, will NOT work for PVC miniatures as it doesn't affect the plastic in the same way. To glue PVC pieces to other pieces (or polystyrene pieces to non-polystyrene pieces) you will need super glue, also known as cyanoacrylate (CA) glue.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres.



sizes, and genres. You can watch Dave paint each week on our Game Trade Media Facebook livestream - Painting Happy Lil Minis -Tuesdays and Thursdays at 2pm EST.

Need more Dave? Don't forget to pick up his book, Armies & Legions & Hordes (DTM 1001) from your FLGS!

**GTM** JULY 2019 93



## **DECRYPTO (IEL 00072)**

From Iello, reviewed by Eric Steiger

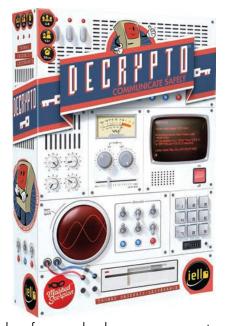
YPP.	12 & Up	#	3 - 8 Players	
Ø	45 Minutes	8	\$22.99	

I really wanted the entirety of this review to be "Just buy the game. Trust me," because of how daunting the prospect of explaining Decrypto feels. But GTM says they won't unlock the cage and let me go home without a real review, so here it goes. Decrypto is a team game in which the goal is to use a set of 4 code words to convey a specific sequence of 3 numbers to your teammates while the other team tries to figure out the sequence. And if that sounds as exciting as watching paint dry, you now understand the challenge I'm faced with, because Decrypto is really, I kid you not, one of the most exciting games I've ever played, and possibly the very best word game on the market.

At the beginning of the game, each side gets a secret key card of 4 different words, each corresponding to a number from 1-4. So, for example, you could have a card where 1 = Ring, 2 = Mountain, 3 = Phone, and 4 = Fear. Your team gets to see your key, but the opposing team does not. Then, in each round, one player on each side draws a card with a sequence of 3 different numbers between 1-4 on it (e.g., 134, or 342, etc.) and keeps it secret, both from their own team and the opposition. That player has to come up with 3 different clues (each ranging from a single word to a complete sentence) that, using the key, will convey the proper sequence to your own team, but not the opposition. Your opposition gets to hear every clue that you give, but without the benefit of your key to decipher it. So, using the example above, if your sequence was 134, you might convey it with the clues "Boxing, Dial, Factor." Your team, with the benefit of the key, should be able to decipher the sequence. The opposition probably cannot. But...they're going to write down the clues. Then, you reveal the sequences for each team to see which ones got their own codes right, and which ones managed to crack the other team's code. You get a point if you correctly guessed your opponent's sequence. But you also get a point if the opposing team failed to get their own sequence right. And it only takes 2 points to win.

The magic in *Decrypto* happens over the course of rounds, as you begin to build up a data set of multiple clues that your opponents used for each number. So, again using the example above, once you've





been through a few rounds where your opponents used "Peak", "Ski", and "Goat", as the clues for 2, you're probably going to be pretty close to guessing that the second key has something to do with mountains. But...your opponent is also going to know this. So they start to get more obscure with their clues. But that raises the chances that their team fails to get their own sequence right. Meanwhile, your team is making the exact same calculations about your own sequences of clues.

Decrypto's production is beautifully retro. The blue/red text key cards fit into a "decoder" screen so that your team can see them, but the keys can't be read while in a deck. They are also conveniently double-sided, so you can just flip them for a second set of keys for your next game. And all of it uses a floppy disk motif. For my younger readers, a floppy disk isn't just that "Save" icon along the toolbar of your word processor; these things used to be actual storage media. The motif is especially engaging because the first expansion, "Laserdrive", is on its way, in which the floppies get upgraded to that new and mysterious media...laserdiscs. Expect new and expanded options for play, including a "theme" option, in which at least one of the clues you give must follow a theme drawn at random, and if all 3 clues fit into the drawn category and your team correctly decrypts them, you get an additional point.

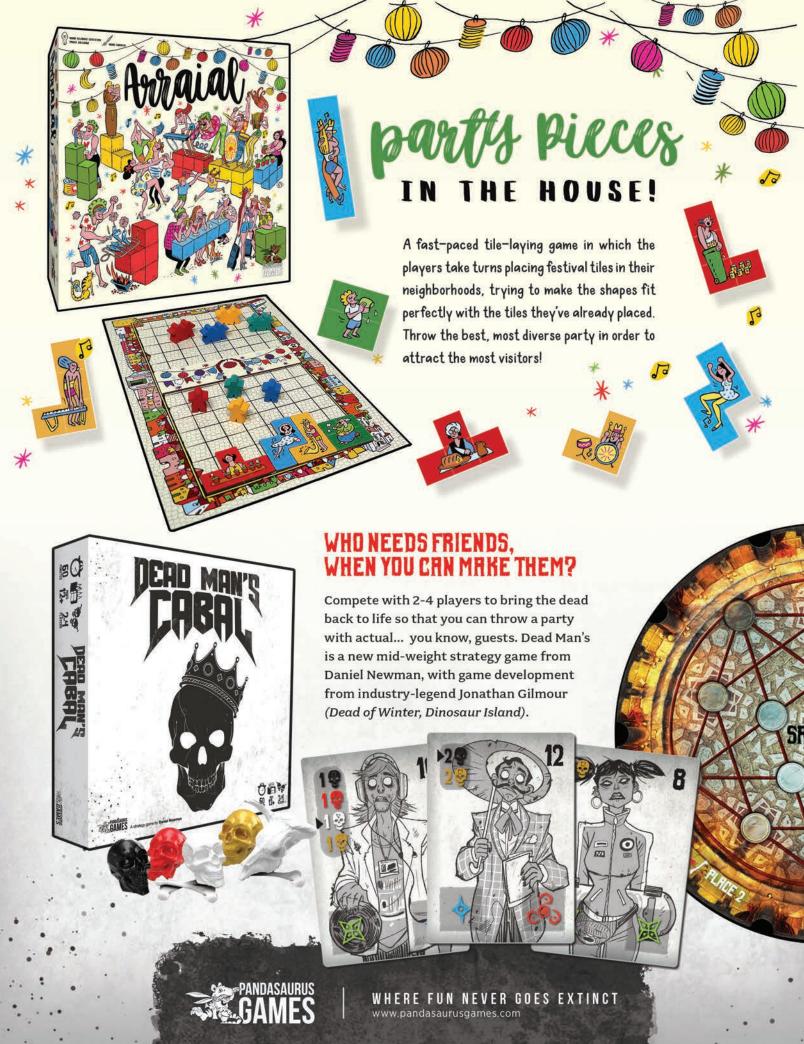
Like most team games, *Decrypto* requires at least 4 players (although a 3-player variant does exist), but thrives best with 6-8. There is a fantastic feeling of triumph when you give your team a particularly tricksy set of clues and they get it, but that feeling can quickly turn to dread if it turns out your opposition got it, too. That emotional swing is one of the best parts of Decrypto, and will draw you back into it again and again.

Like I said — trying to explain *Decrypto* without sounding boring

is really difficult. But at a \$22.99 MSRP, you can afford to trust me. And I hope you do, because this cage is starting to smell funny.

•••

Eric is your friend, and friends wouldn't let you play bad games.









## EXIT: THE FORBIDDEN CASTLE (TAK 692872)

From Thames & Kosmos, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"





12 & Up

1 - 4 Players

\$14.95

Do you like escape rooms, riddles, and logic games? If so, then "Exit The Game" may be perfect for you! This was our first time playing an Exit game and it probably won't be our last. However, it will be the last time we play this version. Why? Well... This is a game you can only play one time because after you solved it, you have truly finished it! Plus, you end up writing on the components, tearing them apart, or putting them together, and really getting into this game so much so that it really is not playable again. That was new to us, as we never really played a game like it. In the past we have played "mystery" games where there is a fixed number of scenarios, but usually by the time we play them again we have forgotten some of the scenarios we played. But, Exit really is a one-time play, mostly because after you cut up and write on the pieces, it really does make it unplayable for a second time.

The good news is the price point is not too expensive and the play time is a couple of hours. We spent 107 minutes playing this game, so it was worth it. At first we were a bit surprised how long it took us, but afterward we discovered that our first choice of an Exit game was an almost "expert" level called the Forbidden Castle. They rate them on levels 1-5 and this was a level 4. Since we have never played this before and were first understanding how it even worked, it probably took us a bit longer than most.

As of this writing there are thirteen different versions of Exit to try so next time, I think we will pick a lower level like the Sunken Treasure which is a difficulty of 2.

## **SETUP**

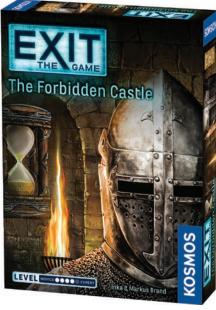
We can only speak to the setup of this version, but one of the things NOT to do is to look at the cards that come in the game or the scenario book before playing. First, read the rule book in full to understand how the game is played, because if you just start looking through the components you may spoil it for yourself.

In this version we had a decoder wheel, three sets of cards (Riddles, Answers and Help), one version book and four "strange items" that you find during the game.

Players are playing cooperatively to escape the room by solving riddles. In this scenario, you are trapped in the Forbidden Castle while on vacation and you must solve the riddles to make it out.

What is also nice is that Kosmos has a helper app you can download, which provides a tutorial and a timer for the game. Based on how long you took to play the game and how many "help" cards you used, you are rated by stars with 1 being not so great and 10 being fantastic!

The cards are laid out in separate decks: Riddles deck, answers deck, and the Help cards. The help cards in this version are sorted by a symbol on the back representing the different riddles to be solved. Once you have read the rule book and have the cards laid out, you are ready to play.



## PLAYING THE GAME

Obviously, we can't speak too much about the actual game play in detail as we would spoil it for others. The basic idea is by using the scenario book, riddle cards, and answer cards you are slowly making your way through the castle room to discover clues and solve riddles, and by doing that it will lead you to other riddles to solve. Eventually the game will tell you it is over when you come to the last riddle to solve, and you are finally free from the castle! For each of the riddles there are help cards available, but if you use them it is held against you when scoring how well you did in the end. We won't deny because we were on the harder level, we used the help cards quite a bit. For most riddles there are three help cards:

> The first gets you to understand what you are looking for, the second gets you a bit closer and then the third is the actual solution. In the rules it says if you are stuck and get a help card, and that help tells you something you already figured out, that card does not count against you in the end. So, we made two piles of used help cards: Those that told us something we already figured out, and those that really helped us get further.

If you pick up a copy of Exit plan on having the time to play it as it is not meant to be a fast game. It takes time to

figure out the riddles, but in the end, it is so satisfying to escape the room! We are curious how it would be with more players, because everybody thinks differently and maybe someone will think out of the box on the riddle, where someone else may get stuck. But don't feel bad grabbing those help cards a bit!

We are looking forward to trying another!

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



# BATMAN GOTHAM CITY The Animated Series UNDER SIEGE



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## STARFINDER CRITICAL HIT & CRITICAL FUMBLE DECKS (PZO 7406 & 7409)

From Paizo Publishing, reviewed by John and Issac Kaufeld

**	4 - 8 Players	#	8 & Up
Ø	2 - 6 Hours	8	\$10.99

The hero dashes through a corridor, with the villain in pursuit. Oh no — a dead end! Our hero turns and searches, but the villain smugly saunters ahead, takes aim, and pulls the trigger.

Click. Nothing. And then the gun explodes.

In movies and TV shows, we love an unexpected perfect shot or a dreadfully failed attack. Now you can bring those classic tropes to your *Starfinder* game with the *Critical Hit* and *Critical Fumble* decks from Paizo.

Let's take a quick look at the five top things you need to know about these wild adventure add-ons before something crazy happens to the magazine.

## THREE WAYS TO PLAY

Each deck includes 53 unique critical hit or miss cards, plus a rules card that outlines how the cards work, along with some clarifications on how to apply the card outcomes in your games.

Because some of the outcomes could dramatically alter an encounter's outcome, the rules card also gives players and game masters three specific guidelines on deciding what triggers a critical hit or fumble. The rules restrict critical fumbles



more than critical hits, which makes sense from a cinematic story-telling perspective (and because some of the fumble outcomes feel especially brutal — more about that later).

When a critical hit or miss occurs in the game, the GM or the involved player draws a random card from the deck, reads the appropriate entry out loud, and then everyone at the table either cheers or grimaces at the results.

## **DIFFERENT EFFECTS FOR DIFFERENT ATTACKS**

The face of each critical hit or fumble card shows three outcomes depending on the type of attack involved.

Each entry starts with an appropriately cinematic name for the outcome which the players and GM can work into their dialog.

From there, the entry describes what the effect does. Entries include everything from doing extra damage to your target or taking unexpected damage yourself to reduced skill checks and or damaged equipment.

## IT'S GETTING EXTREME

The bottom of each card contains one last entry which deserves its own ominous or heroic theme music: The extreme outcome. Because of their encounter-breaking power, extreme outcomes are much rarer in the game.

Before announcing what happened in this attack, the person reading the card looks at the "extreme" option at the bottom of the card to see if it specifically matches the type of attack used (acid, fired,

sonic, and so on). If it does, then congrats (or condolences) because something really big just happened.

Extreme outcomes kick things into action movie-level awesomeness, where equipment breaks, weapons fly in random directions, or characters spontaneously regain stamina points.

### **NAMING SOME FAVORITES**

It's hard to pick our favorites from these decks because so many of them either made us gasp or laugh out loud. Still, a few really stood out.

When the critical fumble spell effect "How Did That Even Happen?" triggers, a randomly determined spell the caster knows hits a randomly determined target within 30 feet.

The extreme melee effect "Sword in the Stone" causes your melee weapon to catch in a nearby surface until you dislodge it with a DC 20 strenath check.

Some just made us laugh, like the energy effect "Ruined My Shirt" which triggers a diplomacy or intimidate check against the target to see if you trigger the outcome of the antagonize feat.



## NO WORD ON SOCIETY PLAY

Although any game master can use these decks to spice up a home game, events run under the *Starfinder Society* organized play umbrella play by a slightly different set of rules.

Although Paizo regularly updates the *Starfinder Society* Additional Resources document (the one that tells you what you can and can't use with Society play), there's no mention yet of these decks.

Until that changes, it's best

to leave the decks out of your Society games.

## THE VERDICT

There's a reason that crazy hits, embarrassing failures, and unexpected outcomes appear in so many of our favorite stories: They give us something special and out-of-the-ordinary to remember.

Your Starfinder games already spin plenty of stories to tell and retell, but adding the Critical Hit and Critical Fumble decks to your games promises to take those moments to a whole new level.

Like any powerful story element, use them sparingly. Follow the guidelines in the decks. While some of the outcomes have a limited impact, others really will change the balance of an entire combat. Added as an occasional surprise, these decks deliver new depth to your game. But if you overuse them, they can turn your science fiction fun into cartoon insanity.

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?











## STAR WARS DESTINY: CONVERGENCE BOOSTER DECK/PACK (FFG SWD16-D/S)

From Fantasy Flight Games, reviewed by Brian Herman

10 & Up 2 Players
30 Minutes \$107.64/\$2.99

Change can be a difficult time for any concept, but for collectible games more than most. Change introduces new mechanics, and shifts focus away from older ones, all the while adding to the mythos and legend of its own ecosystem. The latest *Star Wars: Destiny* expansion takes on change in more than its namesake, *Convergence*; as the game has grown well beyond the days of the original release (Awakenings), reminding us just how large the universe and history of Star Wars truly is. *Star Wars: Destiny* as emerged from its chrysalis firmly with this set as a beautiful butterfly ready to take on a galaxy far, far away.

Much like the source material, Star Wars has grown beyond a series of sci-fi movies into a massive empire of entertainment. However, for any collectible game that gets large enough, the competitive tournament scene must face retirement of older game elements to keep the game fresh and exciting as well as to give new players a starting point of entry. Convergence represents the first release into the "Standard" play format, as well as the first release of "Cycle 3" of the product line. This gives Fantasy Flight a unique opportunity to dust off some old favorites via re-releasing a few key cards while attaching new ideas to the metagame, which creates a fun experience for seasoned veterans and new players alike.



For new mechanics introduced with this set, look no further than Downgrade cards. Unlike Upgrades which are played on your own characters for a positive effect, Downgrade cards are played on your opponent's characters to provide a detriment to them. Examples include Shock Collar, which damages characters each time they activate, to Wanted, which gains you resources after the attached character is defeated. Wanted, and many (but not all) of the Downgrade cards in the set also have the subtype of "Bounty," which is further supported by a strong theme in the set with some of my favorites in the Star Wars universe: the bounty hunters. These few individuals with the cunning and resolve to seek out the galaxies most dangerous marked individuals. Historically in Destiny, aside from having the "Bounty Hunter" subtype text, the only common factor among these characters has been to represent them as yellow colored (Rogue), which Convergence keeps true to form with favorite Dengar, a character that damages characters with bounties attached to them each time he activates, making each turn personal as he hunts his target.



Not that Convergence is solely focused on the "scum" bounty hunters. The Imperial army and Rebel Alliance red dice and cards receive incredible boosts as well. Captain Phasma - Stormtrooper Commander keeps your opponent occupied with First Order Trooper (original or reprinted) dice she brings in from outside the game and lets you resolve any damage dice with the trooper subtype as melee damage. Combine this with Advanced Training, and you can now resolve your trooper blanks as 1 indirect each, or 1 melee each. If your Stormtroopers won't fire straight, they can eat least punch your opponent to submission. For the Rebels, Padmé Amidala - Resolute Senator is the card to watch, as she lets you resolve any of your dice showing a focus value as if it was that much indirect damage, while having 3 focus sides herself. Combine this with her "Leader" subtype and support for such with cards like Padmé Amidala's Royal Starship, I can't wait to see what the most creative deck builders come up with to chain focuses into blast damage.

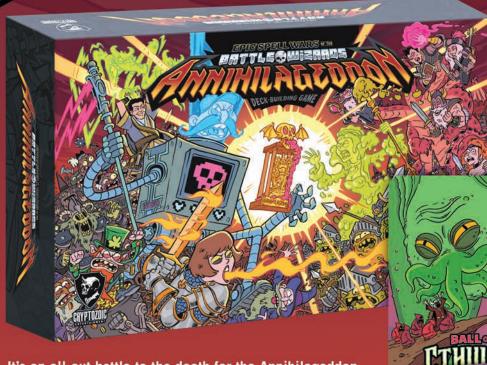
For the blue (Force) offerings submitted with *Convergence*, my eye was immediately drawn to a card that exemplifies its namesake as a character with no limit in his ambition for power. *Palpatine - Unlimited Power* gets a +1 boost in health for each Blue upgrade with the Ability subtype, and his ability upgrades don't count against his upgrade limit. The moment I saw this card I began thinking of all the possibilities for low cost upgrades I could attach to this character in a dream Palpatine deck, which is exactly what FFG was aiming for. This card brings out endless possibilities in a vast space fantasy setting in a way that sets him up as the master villain all *Star Wars* fans know him to be.

It would be impossible to speak about all the great cards in this set, I feel I've just scratched the surface with the few I've mentioned. I've been playing Destiny long enough to know when I see a landmark set that truly shifts the game to a new level, and *Convergence* fits that bill perfectly.

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



## **DECK-BUILDING GAME**



It's an all-out battle to the death for the Annihilageddon trophy in the crazy world of *Epic Spell Wars*™! While fully compatible with other Cerberus Engine releases, this game features a whole new world of mayhem ... literally.

Mayhem Events, Familiars, Legends, Wizards, Spells, Creatures, Treasure, and Wild Magic. It all adds up to an Epic Spell Wars experience unlike anything you've seen before. And fans of the series have seen a lot. Yeesh.

**MSRP \$40** 

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Release Date: Second Half 2019











. The Epic Spell Wars world you love, now in deck-building form!

. Mercilessly attack your foes and kill them over, and over, ah-and over!

 Take advantage of your Wizard's special ability tile and Familiar card that only you can buy!





## BATTLETECH: BEGINNER BOX (CAT 35020) & BATTLETECH: THE GAME OF ARMORED COMBAT (CAT 3500D)

From Catalyst Game Labs, reviewed by Thomas Riccardi

12 & Up 1 - 2 Players
90 Minutes \$19.99 / \$59.99

At the dawn of the 31st century mankind has reached out into the depths of space colonizing other worlds. However, this age also brings with it conflict as battlefields are home to not only tanks and aircraft, but a new class of weaponry. Pilots stride around the battlefield in giant machines known as Battlemechs. Will you be able to outwit your opponents, or will you wind up a pile of burning, twisted metal? This is the setting for the latest Battletech boxed set from Catalyst Game Labs!

For the purpose of this review we will be reviewing what comes in the standard edition, but before we go any further, I'd like to point out

that there are two versions that you can purchase: the Beginners Box will have everything that you need to play the game including two plastic mechs (Shadow Hawk and a Griffin), a double-sided map, dice, quick-start rules, as well as cardboard cutouts of some of the other mechs that are in the Battletech universe (so you can wage even greater conflicts). This version is for someone who has no idea what Battletech is and this is a great way to get started in this hobby.

s hobby. However, if you are

a more seasoned wargamer, or have played *Battletech* before, you might want to go with the standard edition. This version has similar components as the beginner's box (dice, cards, etc...), but this version also contains two maps and *eight* Battlemech figures! You get the Shadow Hawk, Griffin, Locust, Catapult, Battlemaster, Commando, Wolverine and Awesome (yes, that is a model name) Battlemechs! Each of these miniatures are already pre-assembled so you can either play with them right out of the box or paint them, as the detail is amazing on each of these figures.

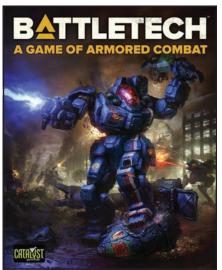
Also, included with each box is a short story by William H. Keith called *Eyestorm* and reading this will definitely get you in the mood to play this game.

The rules contained within the 56-page rulebook may seem a bit overwhelming at first, however, once you start playing, I expect you will find it more intuitive. First, you set up the battlefield placing the mechs according to whichever scenario you select (each scenario shows not only how to place the maps but where each of the players forces enter in on the map). Once the game is setup there are six phases which are:

- Initiative Phase: This is simply rolling 2d6 (re-rolling any ties) and the player with the higher score goes first.
- Movement Phase: The side that lost the initiative phase moves first selecting one of their mechs and moving it the amount of movement points they have on their record sheet.

The mechs can either walk or run and each of these shows how far they can move. It also costs movement to turn as the 'mechs are giant machines and need to turn before they can move in another direction. Each of these actions generates heat, and this will be critical later in the game.

• Weapon Attack Phase: This is where the 'mechs select and fire upon their targets with various weapons such as missiles, lasers and my favorite the Particle Projection Cannon (or PPC for short). First the player must see if their target is not only in range but in line of sight and within their firing arc in order to hit the target. Then the player



rolls a 2d6 with the **GATOR** modifiers plugged in (Gunnery Skill, Attacker Movement Modifier, Target Movement fier, Other Modifiers and Range Modifier). If it is higher than that value the attack succeeds and damage is dealt out including critical hits. Critical hits can change the tide of battle rather quickly as this can destroy weapon systems. limbs or even kill the pilot outright!

- Physical Attack Phase: If two opposing 'mechs are right next to each other they can engage in a physical attack. Kicking a 'mech, shoving them and even the dreaded Death from Above (using your 'mechs jump jets to jump and land onto an enemy) are handled within this phase.
- Heat Phase: Every action your 'mech takes generates heat from its engines, and you must carefully manage your heat as the more you build up the more penalties you will incur. If you're not careful, your 'mech might shut down and it cannot be restarted until you make a successful piloting roll. Failure means your 'mech is a sitting duck!
- End Phase: This phase resolves actions from the previous phases including resolving unconscious pilots, resolving torso and arm positions, etc.

Whether you are a beginner or a veteran, *Battletech* is a game that needs to be experienced by all players young and old. For more information about this and other products visit <a href="https://www.catalystgamelabs.com/battletech/">https://www.catalystgamelabs.com/battletech/</a> and get ready to battle in the Inner Sphere

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.

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